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YC

C64 C128

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MARCH 1991
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SUPER MONACO GP REVIEWED

It's the Wheel Thing!!

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- SWIV
- SUPREMACY
- DRAGON STRIKE
- LINE OF FIRE
- SUPER CARS
- EXTERMINATOR
- NIGHT SHIFT

AND SO MUCH MORE IT'LL MAKE YOUR BLADDER BURST!!

SOME TAPES ARE COOL, SOME TAPES ARE RAD,
AND THIS 'UNS AN ABSOLUTE WOOSIE,
BUT IF YOU DO NOT FIND YOUR TAPE PLACED HERE,
YOU'D BETTER ASK THE NEWSIE!!

FUNKY FRUITBAT – 1991

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NEON ZONE RETURNS INSIDE

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YC MARCH 1991

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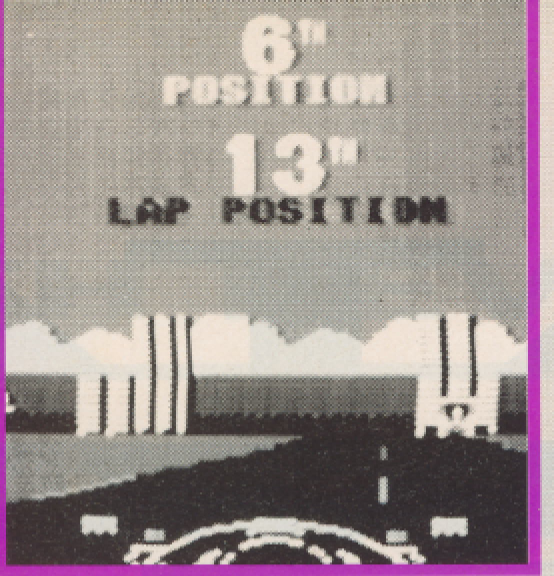
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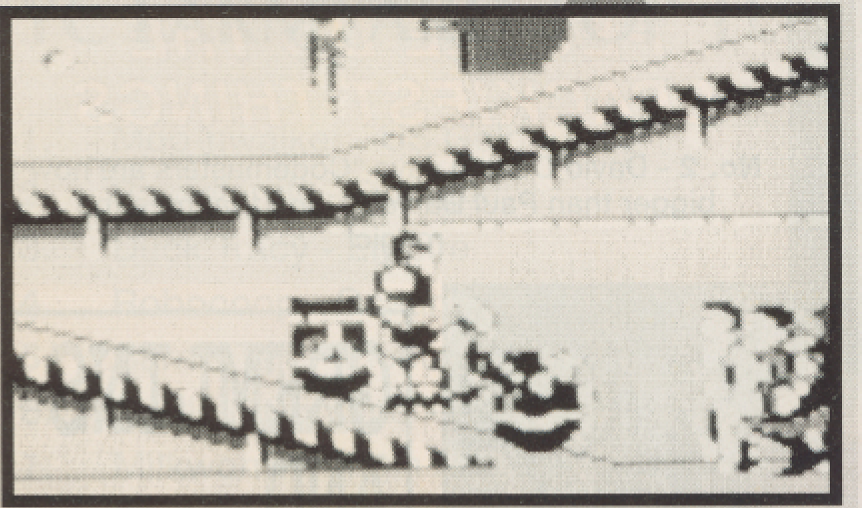
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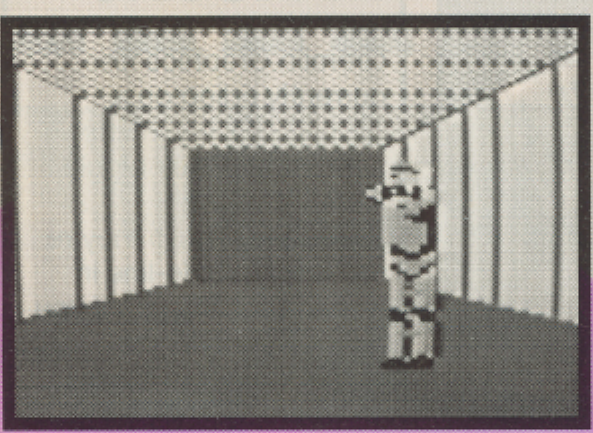
poster

✪ SUPER MONACO GP (p12) - If you're looking for speed you don't have to head down to the bins behind the Camden Palace, you've got more than enough in this tasty little bundle, and it's legal too!!!





✪ JUDGE DREDD (p11) - He is the law!!! And if you get him drunk at a party you could well find out that JD's other catchphrase is "I am a bore"!



✪ LINE OF FIRE (p24) - This sounds a bit like a typical Moscovite queue outside a fire station!!



✪ KONSOLE KRAZY (p41) - We are, it is, you've gotta be!!! This is the column for those kerrrrazy enough to shell out twenty spondoolies for a game!!! (And those who have to - he, he!)

DATA

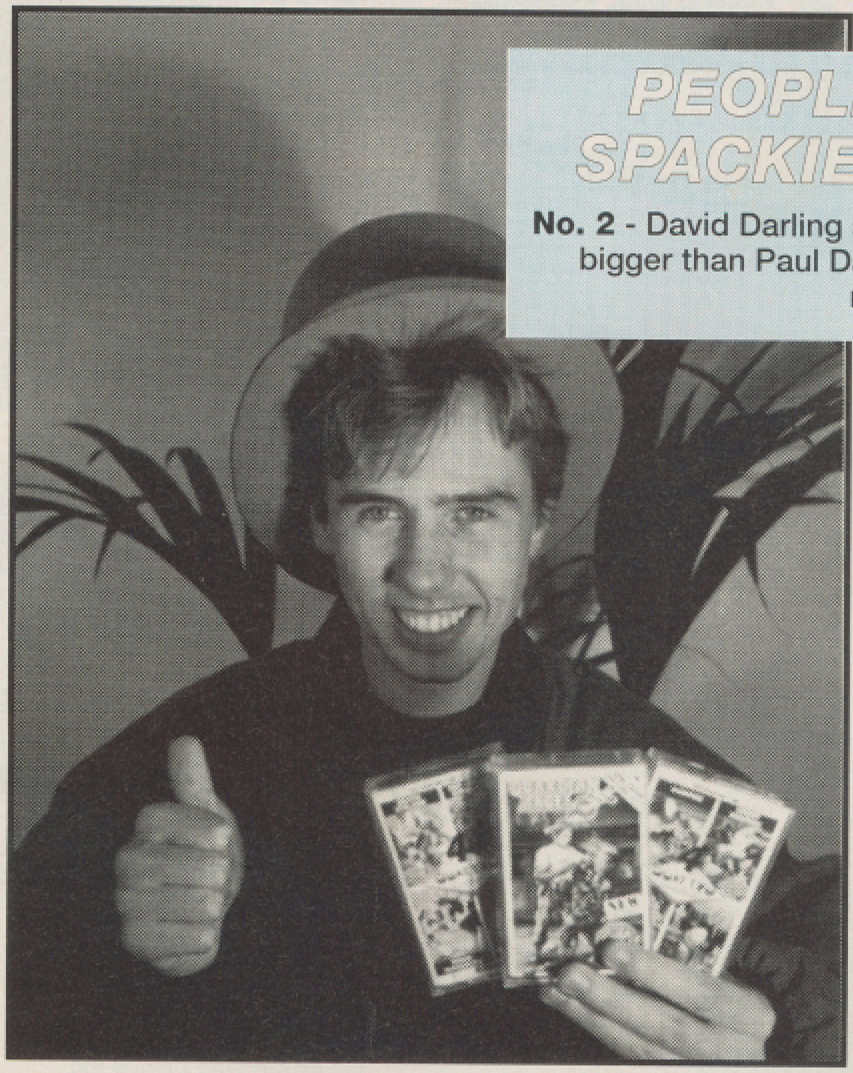


YOU MUST BE JOKING

Q. What do you call an editor with jelly for brains?
A. Rik (Erm... I don't get it!!! - Ed)

If you can better this feeble effort please send the crappiest jokes you know to: **You Must Be Joking, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

IT'S AS HIP AS



PEOPLE DO THE SPACKIEST THINGS

No. 2 - David Darling says "Codemasters are now bigger than Paul Daniels", and that must be magic!

GREMLINS AND DRAGONS

Gremlin Graphics are currently riding on a "quest" of a wave after announcing their biggie Easter license "HeroQuest" - no they're not doing a side-line in Boots After Shave - if you didn't already know Heroquest is M&B's bestselling fantasy board game!

The Heroquest board game is one of those dungeon & goblin strategy thingies for up to four players (the sort that I can never understand) with one player setting up the dungeon and controlling the little plastic Citadel monsters whilst the other players have a wild and mean quest inside it.

Gremlin look set to be fantasy gameplayer's heroes if the conversion is as spiffy as the board game but for now I'll settle down to a milder game of Ludo!



WITH BEVY BABES

AS A BANANA FLIP

YC FARMYARD TOP TEN

1. Moo-nwalker - US Gold
2. Baa-dlands - Domark
3. Duck Tracy - Empire
4. Robocoop - Ocean
5. Barn's Tale - Electronic Arts
6. Cattle Command - Ocean
7. Milkworm - Virgin Mastertronic
8. Powergoat - Accolade
9. Eggs-Out - Rainbow Arts
10. The Sty Who Loved Me - Domark



OCEAN COP THIRD LICENSE

Robocop - the hero in a tin can is about to start making his third film and yep third time lucky for those Mancunians - they've copped the Robo 3 license. The plot for the film hasn't been revealed yet let alone the format for the computer game but as usual it promises to be a superb cocktail of violence and american mayhem as the silver do-gooder cleans up some more streets of crims but leaves them covered in blood, guts and limbs - I'd prefer the crims personally!

RECIPE OF THE MONTH

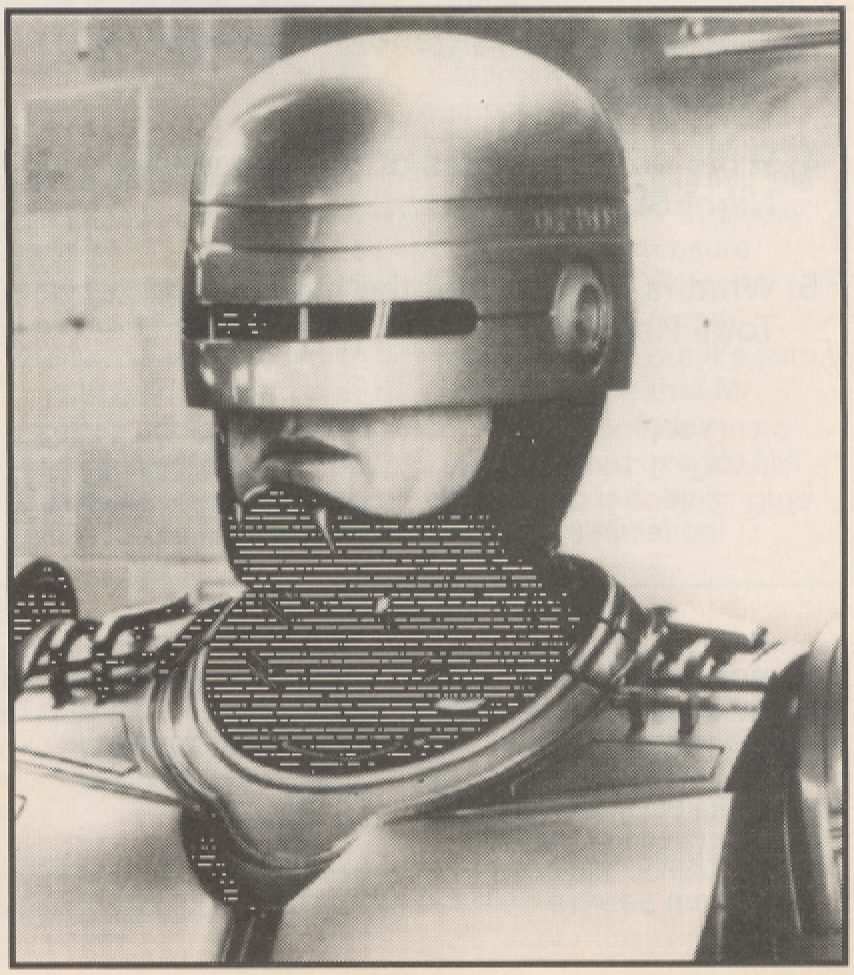
Due to popular demand, this ish sees the return of the recipe corner. If you remember, Mums were ever-so pleased for our wonderful Spam Fritter treat, so this month we give you something for your last course (you may need an adult to help).

YC BANANA FLIP

(Serves 1)

Ingredients
1 small banana
1.5 tbs custard powder
1 tbs granulated suger
1/2 pint milk

1. Blend the banana.
2. Mix a small drop of the milk and the suger and custard powder into a paste, and add to the puree banana.
3. Add the rest of the milk and stir in well.
4. Pop in a Microwave for 3 minutes on full power (or bring to the boil in a saucepan), occassionally stirring. When it has gone thick, pour it into a bowl.
5. Place it in the fridge, with the top covered by a plate, until set.
6. Eat it (but remember to take the plate off the top first).

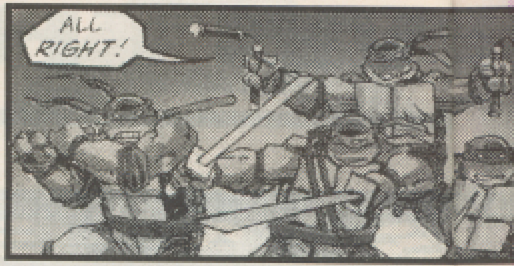


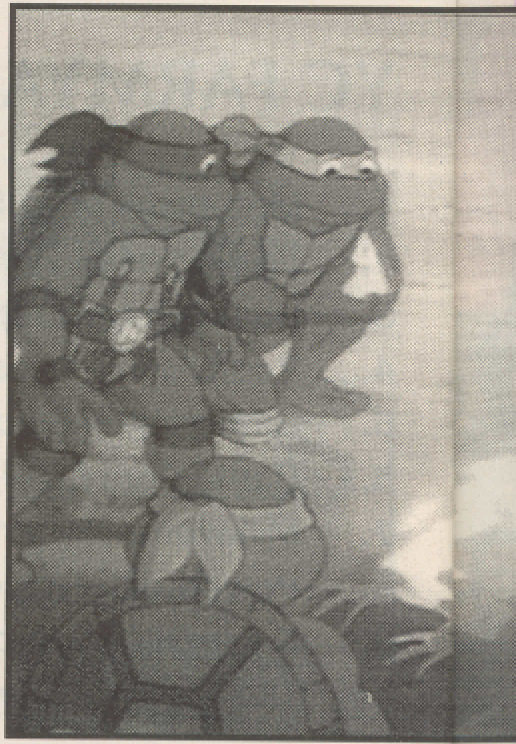
VIRGIN POLE-AXED

If you're one of those people who rushed out and bought Golden Axe when the first batch were released in December and were skill enough to get to level five, you must've been skill 'cause there wasn't one.

You see, some dude down in the tape dungeon failed to realise that the game was meant to be released with five levels and left the last one out. Since then the duplicator has been shot (probably) and Virgin has given us a call to ask us to get those people with dodgy tapes to send them back (to the address also on these pages, labelled Virgin Customer Service Dept.). In return you'll get a brand spanky new copy with level five where it ought to be.

If you don't know whether you've got the level or not 'cause you're such a spacko and can't get that far - tough, you'll forever be sitting there wondering if you're one of those unlucky plebs (and it serves you right for being so crap).





THE 'ON THE SPOT, YOU'VE EITHER GOT IT OR YOU'VE NOT' QUIZ

1. What three military vehicles do you get your grubby mitts on in Swiv?
2. What three characters can you play in Viz?
3. Who has recently gone on a World Cup Glory?
4. What are the names of the two workers in Night Shift?
5. What is the name of the main character in Total Recall?

Answers: 1. A helicopter, a jeep, and a boat. 2. Biffa Bacon, Johnny Fartpants, Buster Gonad. 3. Trevor Brooking. 4. Fred and Fiona Fixit. 5. Douglas Quaid.

LICENSED TO GILL

Something fishy is going on at Millennium cos fins are in progress to covert James Pond onto the C64.

The Amiga Bond spoof was a simply superb underwater arcade adventure which can best be described as James Bond meeting the Mario Brothers in swimsuits - yep it's a half adventure mixed with cutsie elements shaken but not stirred and it promises to be as action packed and fun-filled as the films themselves.



MARCH 1991
(On sale February 22)

YC
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20 Potters Lane, Kiln Farm
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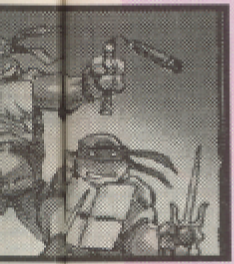
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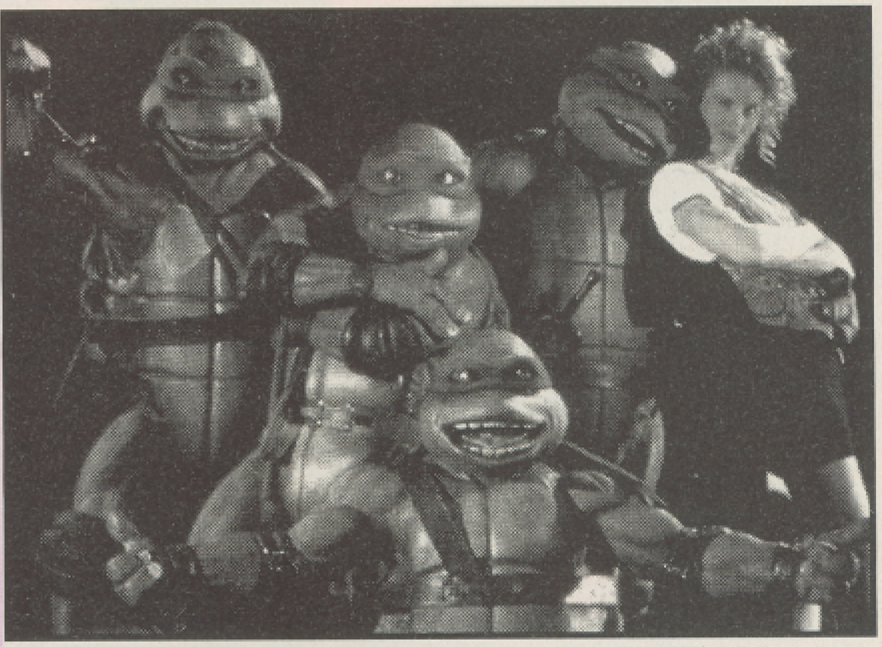
TURTLEY OVER THE TOP



I really thought we had seen the end of those pizza-breathed half-wits given the fact that there is now everything from toothpaste to underpants but no - Mirrorsoft are wringing out all the green gold out of those turtles by announcing Teenage Mutant Hero Turtles ™ 2 and 3.

It looks like the games will be more of the same (see YC February for review) - shame as Mirrorsoft could have done something really stonky with such a license. By my reckoning the games will be out pretty damn quick if they are to catch the band wagon before the heroes do a "Batman" and go out of fashion as quick as deelie-boppers.

Let's hope that two and three improve on the first but if you ask me TM doesn't only stand for Trade Mark it means Too Much!





INFO-FREAKO

We give you the addresses behind the games!!!

US GOLD LTD
Units 2 & 3 Holford Way
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West Midlands
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OCEAN SOFTWARE LTD
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DOMARK LTD
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London
SW15 1PR

VIRGIN MASTERTRONIC LTD
2-4 Vernon Yard
Portobelo Road
London
W11 2OX

More next month!!!

YANKY PANKY

Team Yankie - Empire's strategical tank warfare simulation which did oh so well on 16-bit is at last to make it onto the Commie.

The 16-bit game (a conversion of the No 1 best-selling book) is a superb and accurate tank sim designed to test your leadership and tactical skills to the full. However, technical boffs amongst you must be thinking "coo, how is all that spectacular information going to fit onto the mere commie" - well that's just wot Empire are tactically deciding! It is unsure whether the C64 game will be a sim or a arcade shoot-em-up but it's sure to be a game that Mr Hussein would fail abysmally at cos it's too real a modern tank warfare simulation!

YC is a monthly magazine appearing on the fourth Friday of each month.

Subscription Rates are £23.40 UK (inc. VAT post free), £31 Europe, £31.30 Middle East, £34.20 Far East, £31.80 (or $56.00 USA) Rest of the World. Airmail Rates on request from YC Subscriptions Department, **Select Subscriptions Ltd., 5 River Park Estate, Berkhamsted, Herts HP4 1HL.**

USA Subscription Agent: Wise Owl Worldwide Publications, 4314 West 238th Street, Torrance CA 90505, USA.

Cover and poster origination by Replica Repro, Northampton.

Distributed by Seymour International Press Distributors Ltd., Windsor House, 1270 London Road, Norbury, London SW16 4DH. Telephone (081) 679 1899.

ISSN 0269-8277

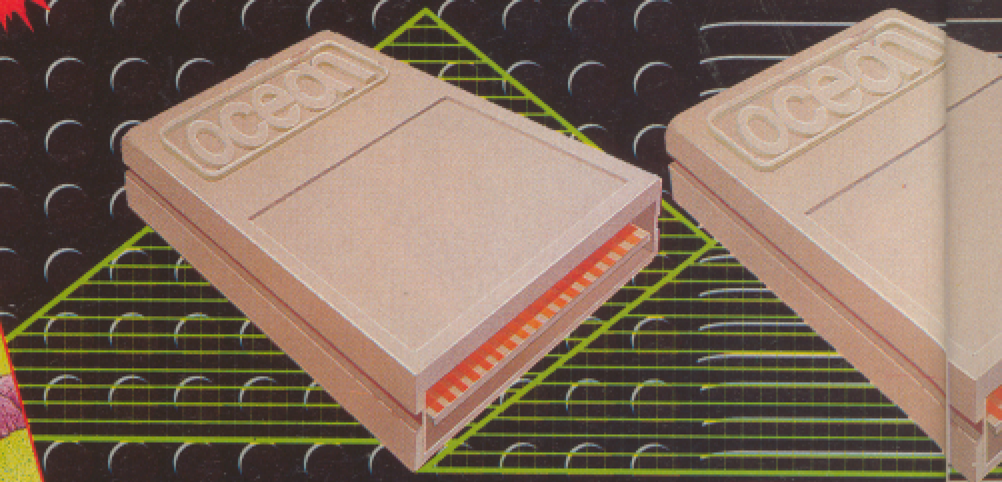
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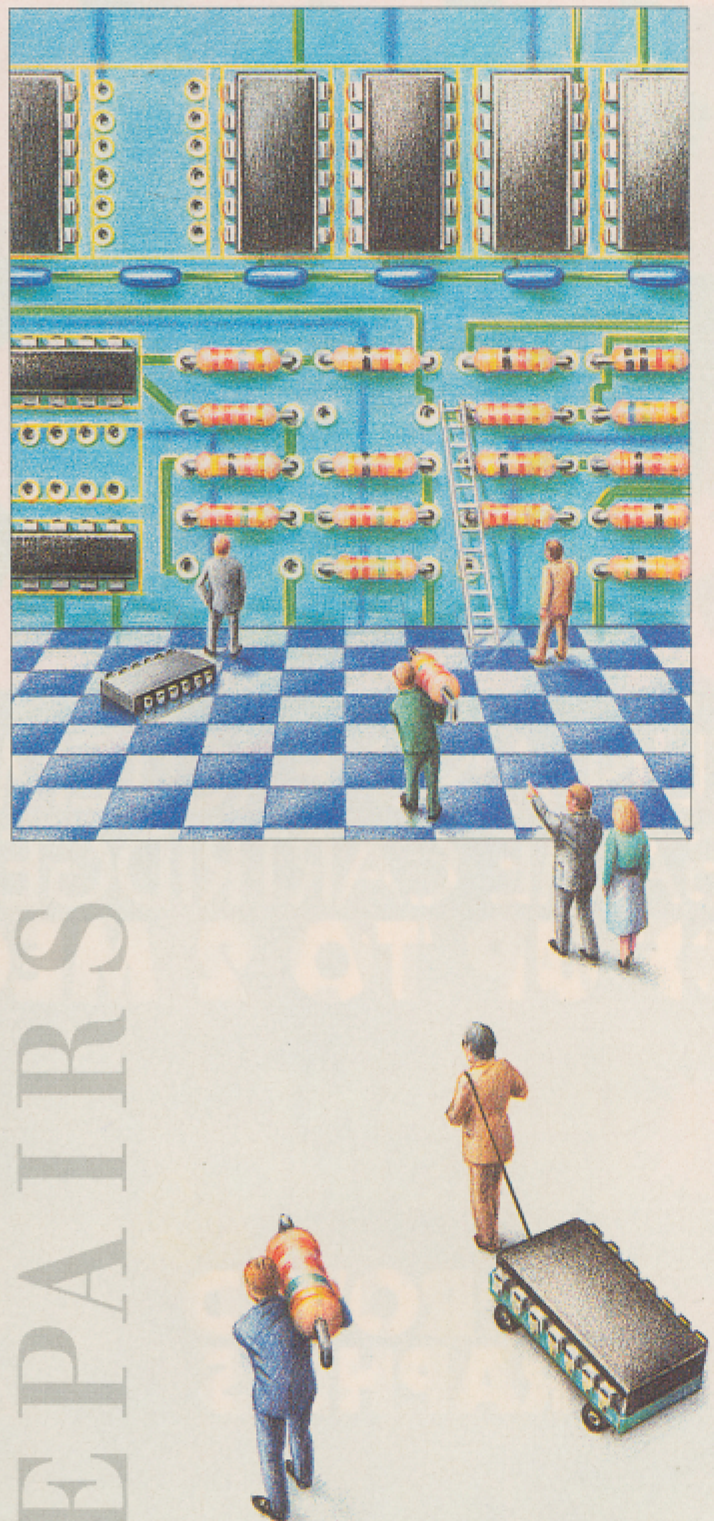


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JUDGE DREDD

Throw down your weapons and come quietly or there will be... trouble. So saying all hell broke loose, bullets tore flesh from warm bodies, gore splattred the monitor, and the end of crime was underway. And then Duncan Evans realised that he was supposed to be reviewing an older form of law enforcement, and gave up playing Robocop in favour of Judge Dredd.

CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Fairly meaty FX and a routine tune but nothing too special.	Dredd looks good, but the scenery is a bit on the dull side.	Playable enough to keep you coming back to see whats on the next level.	Various levels and sub-games, some of them different, offer decent platform perils.

NAME: Judge Dredd.
SUPPLIER: Virgin.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: In the shoppies.

OVERALL 80%

Great fun for Dredd fans, but the simple gameplay, and routine backgrounds may deter all but the hardened fan.

Pity for Virgin really, that Robocop has completely overshadowed Judge Dredd as the future of law enforcement, but you can't keep a good comic character down, and after dozens of 2000AD characters have been pixelised, Dredd gets his turn in Judge Dredd (it's to the point I suppose), the computer game.

Plotwise this is fairly simplistic, pitting you as Dredd, against rampaging fatties, blokmania and orlok. Either keep the crime rate down, avoid being killed, and complete your mission, or take the long walk. For some reason the end of game failure scenes are presented in incredibly blocky black and white. Er, is this meant to be comic art ? If so it was drawn with a big piece of coal.

Anyway, first off there's a computer terminal emulation piece that comes up rather unexpectedly. Logging on is obvious enough, but it's a disappointment to see the free games that were on the 16-bit versions have been cut from here. Basically all you get is background info, so you may as well get on with the game pronto.

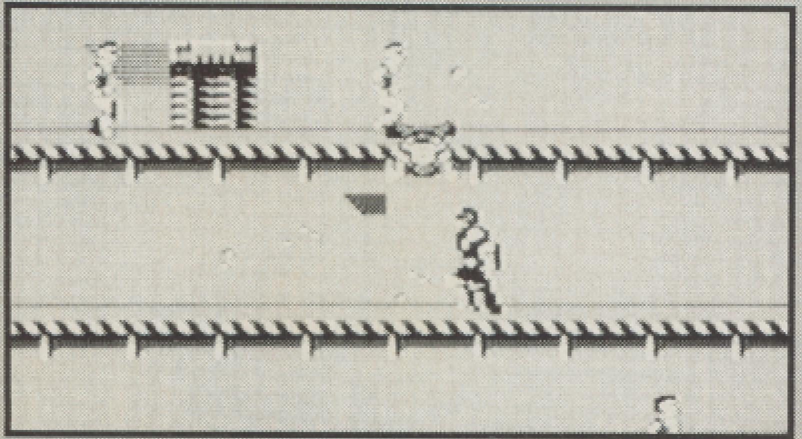
First up is the Dan Tanner blaock, and problems with Fatties. Apart from eating too much, they also have a suicidal desire to jump and squash you. Uck, messsy ! You keep the crime rate down by shooting Fatties and other reprobates who offer up power ups, and energy replenishments after dying. Jolly useful too. The objective is to destroy the four food dispensors lying around the block (big sprawling platforms and ladders game in other words), and then escape out of the city, before the crime rate reaches maximum and you get the chop. Avoiding the Fatties and running out of energy is pretty easy, with the only trouble coming from the crime rate. For every innocent (huh in my book no-one is innocent) that gets shot (by you that is) the crime rate escalates (it does anyway, but this makes it worse), and only continuous ventilation of large fat personages reduces it. And the destruction of the food dispensors. Thankfully when you knock out one of these it goes down to zero.

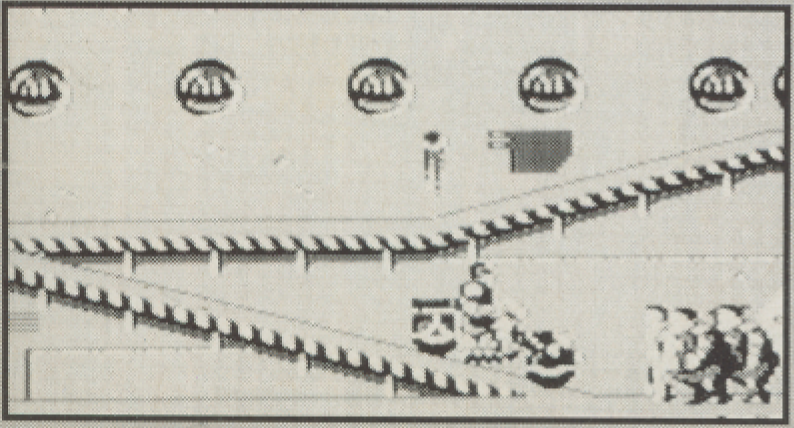
Dredd looks suitably like Dredd (you should see the Amiga version - he looks like a farmer in wellies) and the sprites are pretty good, what there are of them, but the background is really monotonous. I know you're plodding through a tower block, but does it have to look so dull ?

At least on the way back or on a long stretch you can call upi your motorbike, though beware, while on his wheels, Dredd doesn't have the co-ordination to ride and fire at once.

What saves the game from being incredibly tedious as you plod around shooting fatties, and shooting the other guys that cough up power ups, is that each of the six levels is mapped. It may not be exactly to scale but since you can pause the action and work out where you are it saves a helluva lot of ploddin.

There are six levels all told, most in the same vein, with some sideways scrolling leapy jumpy action thrown in. For Dredd and platform fans this is good stuff, but it tends to be a bit routine for your average gamer. Pretty good, but an acquired taste.





Rev that cycle, there's a bunch of fatties (Jocky Wilson lookalikes) coming and it's time to teach them a lesson about law enforcement - yep, run them over!!!

SUPER MONA

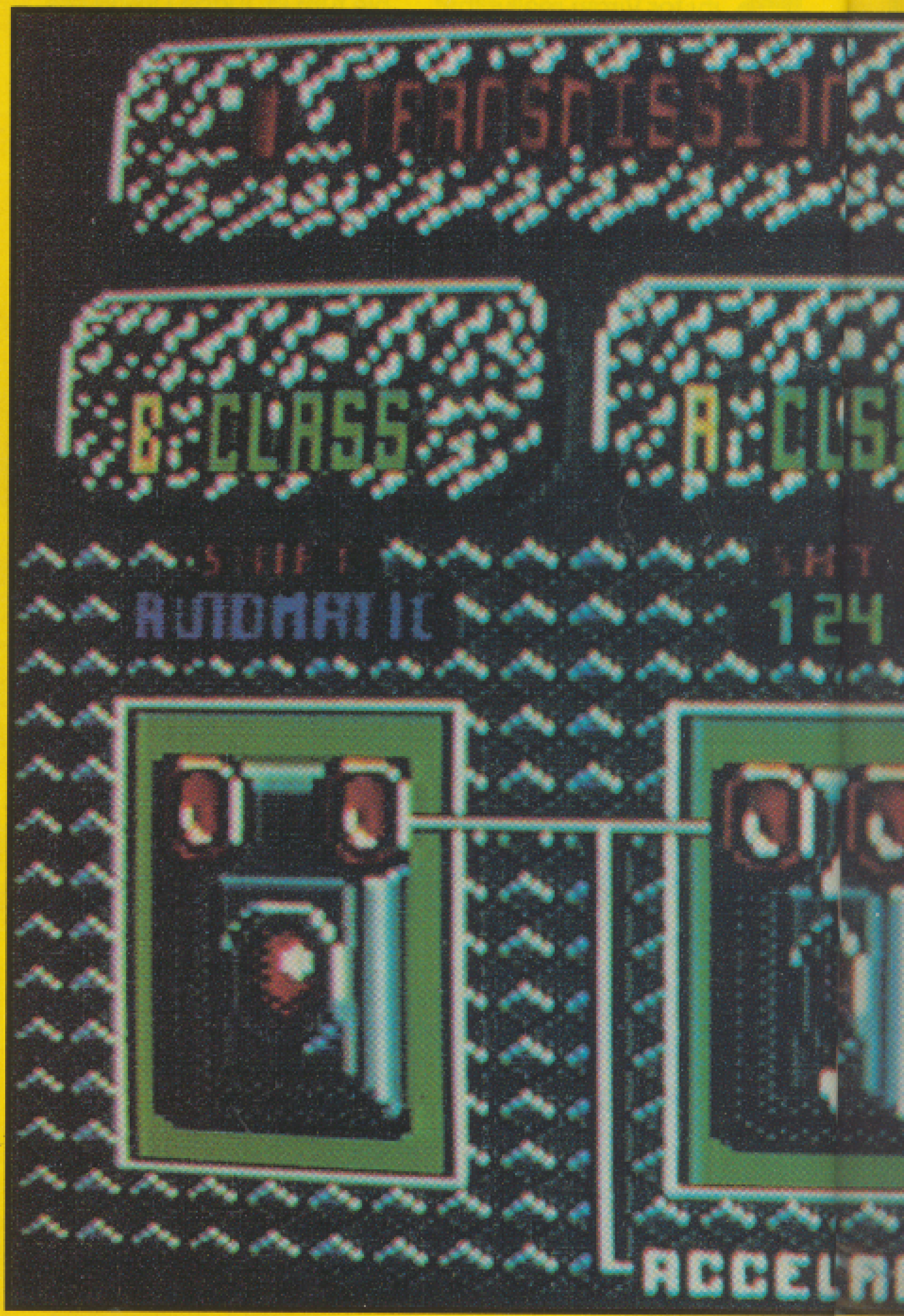
When it comes to white knuckled thrills you can't beat a good old fashioned racing game. Rik Henderson couldn't even beat a tortoise with a gammy leg, but he tries...

The biggest game of Chrimbo 1989 was quite undoubtedly Turbo Outrun, undoubtedly because it was so spiffingly accurate to the arcade machine and was easily the best racing game ever on the C64 (at that time). And finally US Gold has released a game that attempts to better the best.

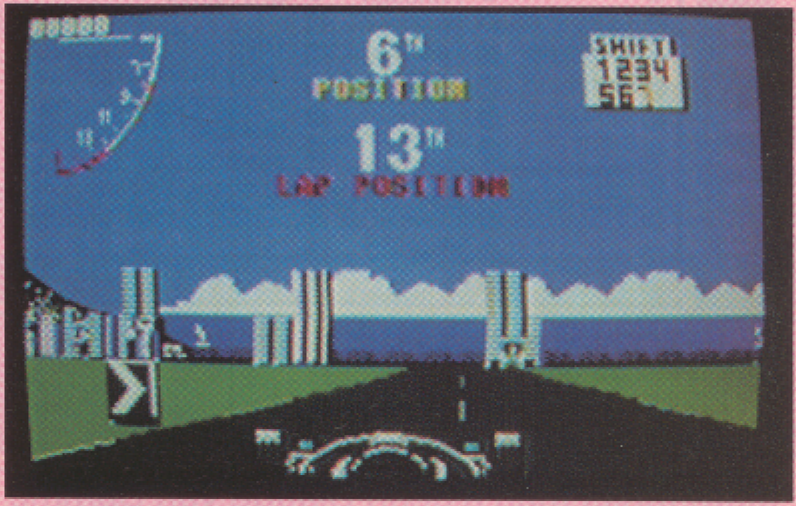
Again a Sega coin-op is the inspiration for the brummie company's latest 'burn-'til-you-can't-burn-no-more-em-up' and again Probe is the development team chosen for the awesome task of converting a game that, if we're honest to ourselves, is pretty unconvertable. But not only has it succeeded in making the game as stonky as they come, but Probe's even expanded the entire game far beyond the very limited appeal of the arcade machine.

This time you've discarded the naff little cars, the Ferraris and the Porches, for the ultimate ride in the form of a rather chunky Formula One throbbing beast (and we're not talking Sinclair C5 here, we're talking speed with a capital SPEE!) designed solely to zip around at a breakneck pace, and if you crash that'll certainly be what'll happen to you (breakneck, geddit?).

Before you can get into that slick little number you'll have to decide what type of gearbox you want your underpaid and overworked mechanics (probably called Lee and Lance) to put in it, their reply will probably be "Ooo... I'm not sure about that guv'ner, we can do it for you on Wednesday, but your points'll need a good seeing to, and those Sparks of yours are absolutely grimey, and have you seen the...", at which point you'd probably punch them both in the nose and take it down to the Renault garage in St John's Wood. Fortunately Probe has skipped this little 'foreplay' and has given you a simple option of choosing any one of three 'classes'. The 'B' class allows you to concentrate on the driving alone as the gears are wholely automatic. The 'A' class gives you four gears to play with, and the 'Super A' class gives you control of seven (this is only recommended for Nicki Lauda as you'll probably end up crawling out of a burning wreck with a complexion much



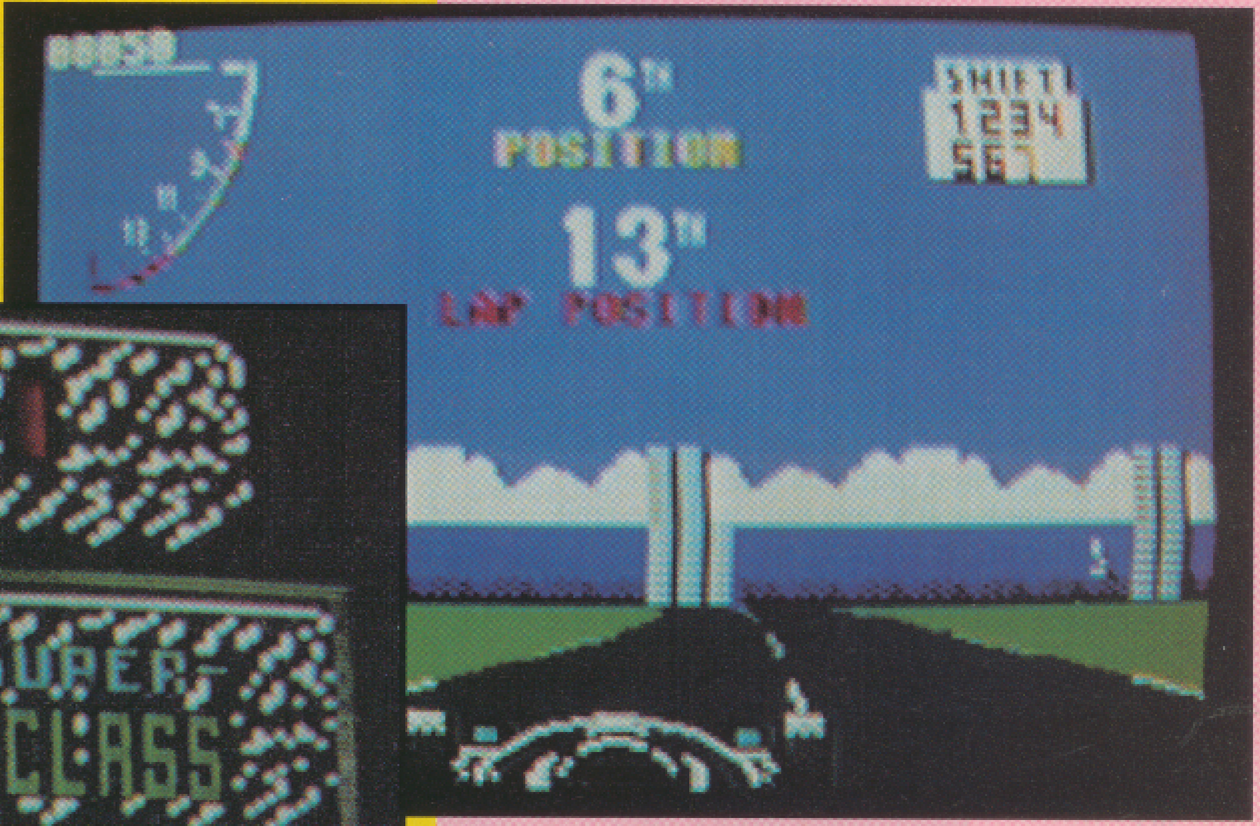
ACO GP

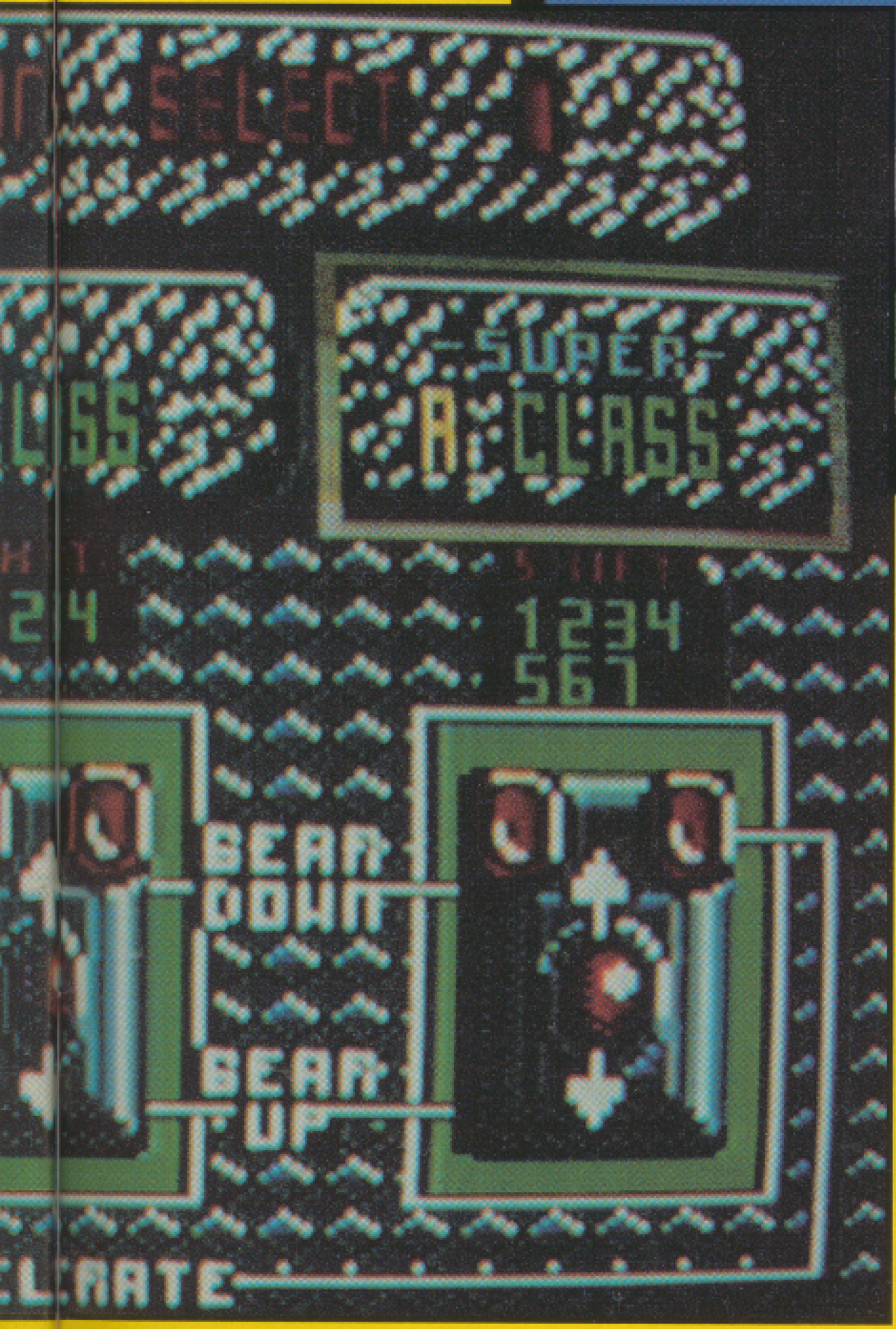


There's something rather unlucky about being in 13th position. Not the number, but the fact that the driver who ends up there has to but the drinks at the clubhouse!!

like Freddy Krueger's, unless you're particularly good!).

When you finally get down onto the track you first have to qualify (in true Pole Position tradition) to see which





place you hold on the grid (or to see if you plod back to sunny Outer Mongolia with your tail, and your spark plugs, firmly grasped between your legs). Then you get to race against other cars (Ooo!), all of which are hungry for the very same championship as you, and ninety percent of them put you quite catagorically in the shade. You have to complete three laps in order to finish the race - this is where reality is completely obliterated for the sake of playability, could you imagine having to complete the same circuit over 70 laps.

At the end of the race you must always be in a position within the maximum, and each race the limit decreases. If you fail to be within this you'll be disqualified and that's the end of the game for you. This is a shame 'cause you'll be missing out on some cracking later levels (there's sixteen in all), especially the final one, being Monaco.

And this is really all there is to the game. It would be nice to say that it offers something different than the norm,

CREDIT CARD

SONICS A wicked thumping tune and some screeching sound FX.

GRAPHICS Although they're a very bland version of the coin-op they move at an alarming rate.

FIX FACTOR There really isn't any game that's easier to get into.

HALF LIFE With sixteen tracks you'll be playing it all through the summer.

NAME: Super Monaco GP.
SUPPLIER: US Gold.
PRICE: £9.99 Tape, £14.99 Disk.
RELEASE DATE: Early March.

OVERALL 91%

More thrills than a Jean Claude Van Damme movie and far prettier to boot. Real 'on the edge of your seat' stuff.

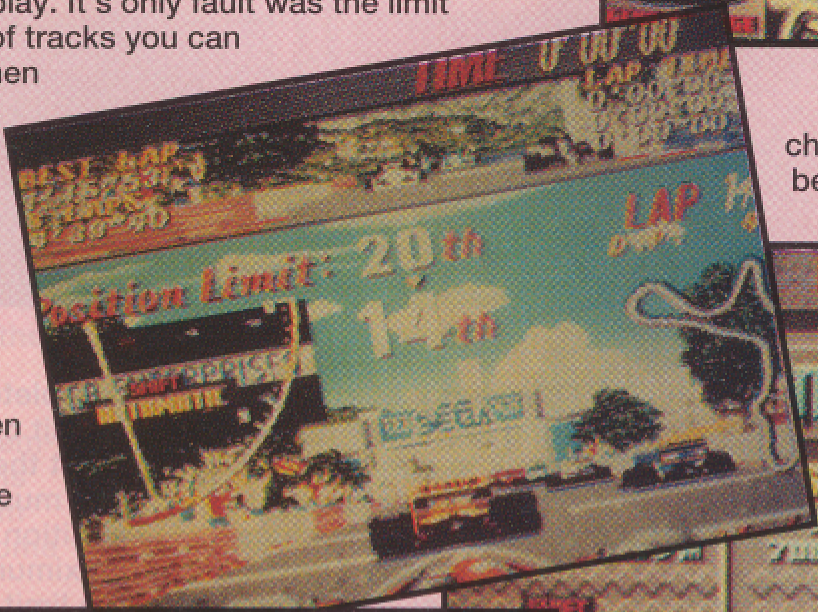
but that would indeed be lying. But the reason why it's easy to rave about this product is the fact that, although it's does very little new, the stuff it offers is that much better than most. Super Monaco GP is certainly not a simulation of motor racing, no siree, it's a humble arcade game with ever so stonky graphics and flipping good gameplay and, as Nicki Lauder would say, "it's a FLAMING good laff"!

YC FUN ONE

THE ARCADE MACHINE

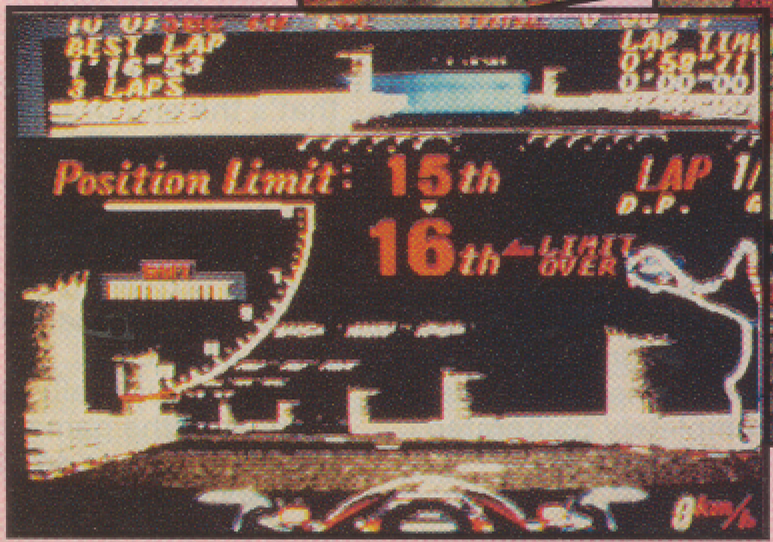


Easily the most popular game in the arcades in Summer last year! Super Monaco's appeal was really due to it's super fast graphics and amazingly gripping gameplay. It's only fault was the limit in the number of tracks you can race on, but when you're in that sit-down cabinet and the sound of the engines gets you going you'll be as hooked as the fish that was caught by fifteen different fishermen at the same time.



You can certainly expect Sega to churn out a sequel with more tracks before you can say 'one quid a go'!





ON THE TAPE

What do you get if you mix three full games and one stonky demo? The YC cassette of course, or perhaps 30 quids worth of prime software.

SWIV DEMO
Just how stonky is that game that Rik's currently raving about? Well, this is your chance to test it out!

THE CRANMORE DIAMOND AFFAIR
A GAC adventure where you have to don your black and red stripey sweater, stick a smelly old stocking over your head and steal a whopping great diamond.

MIND GAMES
Yet another original game as you explore the inside of the president's brain and find out what kind of guy is entrusted with the 'button' to end all civilisation.

THE ASTRODUS AFFAIR
Another adventure written using GAC. This time it's in space, where nobody can hear you bite into a Spam sandwich.

NOTE
Due to slight cock-up in last month's On The Tape, it seemed as if there were six games on the tape in preference to four, although the tape label quite clearly only showed four games to be available. We apologise for any confusion this may have caused and have put the two games that were missing on this month's instead. Sorry!

THE CONTENTS

Side A: SWIV Demo, The Cranmore Diamond Affair
Side B: Mind Games, The Astrodus Affair

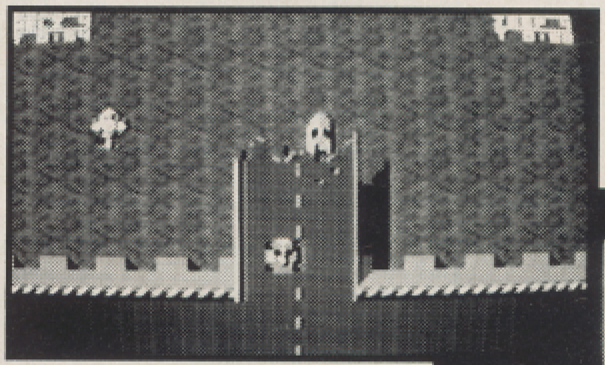
A

SWIV DEMO
Supplier: Storm
Type: Playable demo - Arcade Action
Controls: Joystick in port two

In this stonking demo of the mega-spiffing shoot-em-up from Storm, you get a chance to play about 60% of the first level. The instructions are simple: You are a helicopter that must progress up the screen and you must blast absolutely everything that comes in sight.

When a bubble comes on screen you can either wear it (making you invincible for a short time) or you can shoot it a few times and it will explode, killing everything on the screen (except you).

As a hint, if you manage to answer the three questions at the beginning of the game correctly, you'll be awarded the maximum firepower!!!



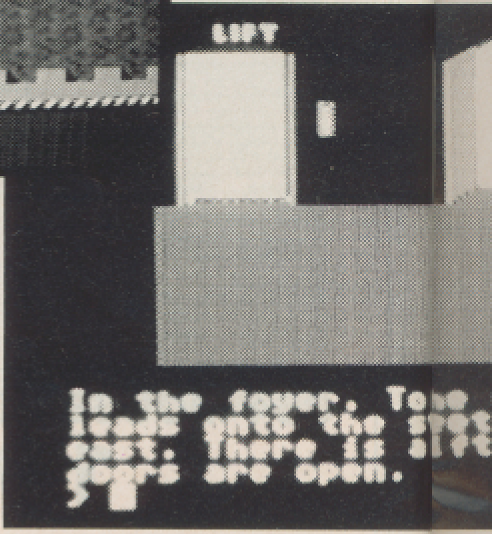
THE CRANMORE DIAMOND AFFAIR
Programmer: Tony Rome
Type: Complete game - Adventure

Your hotel room was ideally suited to the audacious scheme that you had dreamed up. Across the street stood CRANMORE building where the famous CRANMORE DIAMOND was being exhibited.

You reflected how your present circumstances had forced you to consider stealing the precious gem, but that was the reason you were here!

You were in a small town with a few shops, a hotel and a police station. You certainly had no intention of ending up there. You glanced at the time, it was almost 5.00 pm, and the last day of the exhibition. You had about 9 hours to execute your daring plan. After that, the diamond would no longer be accessible.

You stared vaguely out the hotel window, below street lamps everywhere glowed brightly in the evening dusk. One sip of Brandy you thought to calm your jangling nerves, and



then it was time to begin...

The CRANMORE DIAMOND affair is a text and graphic adventure the tests all your powers of nerve and deduction. Throughout the adventure you give your commands in the usual way. For example, Take the Paper or Examine the Chest, etc., etc. The adventure is set in real time, providing you have a WATCH. Some of the commands you already know are:

TAKE/GET - To acquire an object

DROP - To discard an object

N/S/E/W - To move around the adventure

LOOK - To view your current location

TEXT/WORDS - To follow the adventure in text only

PICT - to follow the adventure with graphics also

LIST/INV - To display your belongings

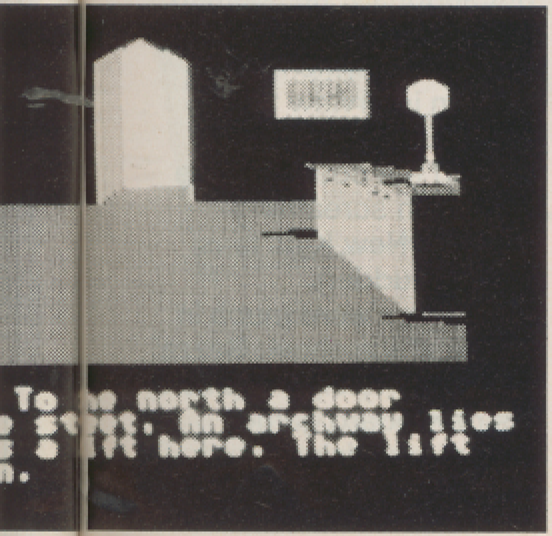
SAVE - To save current position in the game

LOAD - To reload a previously saved position

TIME - To restart the real time display throughout the game

'X' - To cancel the real time display

You may also be able to converse with certain people. For example, 'Ask waiter about the drink', etc. A feature of the game is the ability to make fairly complex commands like; Take the watch and throw it. A word of warning. Look out for the thief! Good luck on your quest....

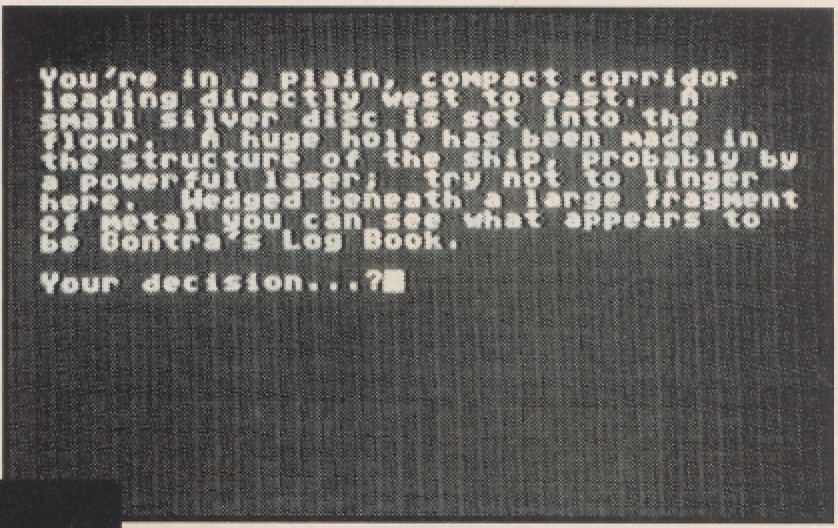


MIND GAMES

Programmer: Homer A. Perry
Type: Complete game - Arcade Action
Controls: Joystick in port two



A summit conference of the world's two military giants is scheduled for tomorrow, but for no very good reason the US president has gone totally insane. Well, not totally insane, one coherent idea remains alive deep within his subconscious.
It is your mission, should you accept it, to guide this small bubble of sanity through the labyrinth of the president's mind, destroying insane thoughts and opening the doors of reason. Ultimately you must find the exit from his subconscious and enter the president's conscious mind, restoring his sanity. The president's subconscious is made up of a 10 x 16 grid of 256 rooms. Each room is full of insane thoughts which must be blasted. When a certain number of thoughts have been destroyed (this number is different for each room) the doors will begin to open. The player can then pass through these into the next room, until the exit is reached, and sanity restored.



THE ASTRODUS AFFAIR

Programmer: Mark Turner
Type: Complete game - Adventure

The Astrodus Affair is a foray into the original world of adventure gaming, as created by the likes of such legends as Scott Adams and Infocom, although whether it manages to attain such standards is your own opinion!

On starting the game your immediate thoughts will undoubtedly be concerned with simple survival, which will certainly be tough. However, your eventual aim is to repair and regain full working control of the Astrodus, and fly off into the sunset with the craft as your own.

Standard adventure rules apply, but in general don't forget to EXAMINE everything you come across, there are very few red herrings lying around, everything is logical (despite first appearances), and there are no major random elements in the game what-so-ever. As a final hint, there are at least five things to be repaired.

TAPE PROBS!!!

Got those droopy tape problems? Have to take two copies of YC into the computer room? If so don't despair, you'll only end up with no hair! Pop the offending little doofer in a jiffy bag and post it to:

YC TAPE 15 RETURNS,
STANLEY PRECISION DATA SYSTEMS
UNIT F CAVENDISH COURTYARD
SALLOW ROAD
WELDON NORTH INDUSTRIAL ESTATE
CORBY
NORTHANTS NN17 1JX

Please, please include a self-addressed envelope and you'll get a new copy of the tape as quick as you can say "Peter Piper picked a peck of pickled pepper" fifteen thousand times (about 28 days really).

JUST WHEN YOU THOUGHT IT WA

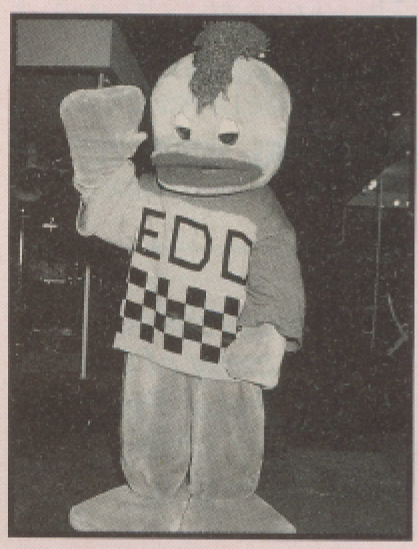
TOY FAIR II

A TALE OF RUNNING WITH THE PACK

Jeffrey Davy regresses back to his childhood (a couple of years ago), as we sent him to the Toy Fair 1991.



The Toy Fair comes but once a year, and those with long memories may recall what happened when yours truly went down to Earls Court last time. It was a true tale of drunkenness and debauchery courtesy of several large glasses of free wine and a posse of like-minded associates.



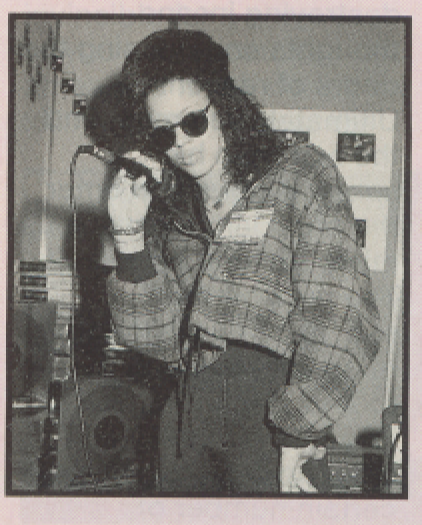
But let us not dwell upon the past, on to this, the 1991 British Toy and Hobby Fair at London's Earls Court (proving once and for all that there's no such thing as a free lunch, except in the press lounge of the Toy Fair - yeah!)...

In a bizarre hangover from last year, when a particularly drunken acquaintance of mine modelled an Edd puppet (he's still living it down), in front of me was a gigantic Edd. Help! This Edd was there to show all and sundry about new Edd the Duck costumes and Duck new-looks.

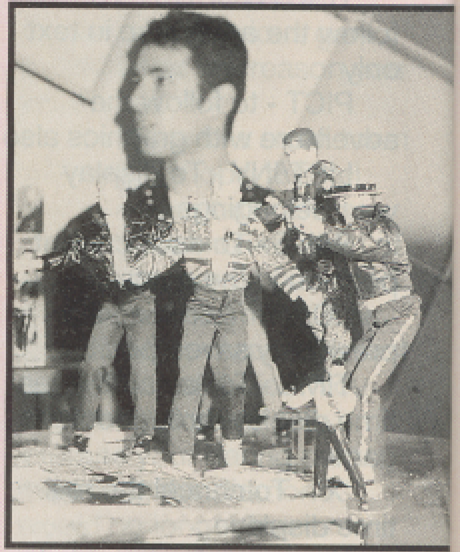
Another TV star (if you have a little dish, anyhow) is Bart Simpson. Seen here declaring "Don't have a cow, man" - just the thing to say to the Ed when your article isn't in



on time - the cult underachiever ("and proud of it") is available as a small figure - which goes with the Simpson's sofa, "Killer barbecue", "crazy lawnmower", and the other members of the Simpson clan, or even a talking doll. "Aye Carumba"!



Bart wasn't the only singer around, this young woman was part of "2 Move 2", a dance music group who have turned the rules of a new board game, "Chart Moves", into a rap track. The game is described as "not about buying hotels, but wrecking them" and revolves around the chart and, presumably, getting into it and making large piles of filthy wonga.



The man - an actor - in the background of this shot was paid £750 to talk about the New Kids on the Block dolls also shown. He was forced to watch the NKOTB live videos for four days. Something should be done to stop this cruelty, write to... No, but seriously, he seemed to enjoy talking about these dolls which come with an interview tape each. Expect toy shops around the country to be filled with screaming teenage New Kids fans soon (shudder).

Singers were much in vogue at the show. Gazza turned up to sign copies of his new board game called, surprisingly, "Gazza". The press pack

T WAS SAFE TO READ YC AGAIN...





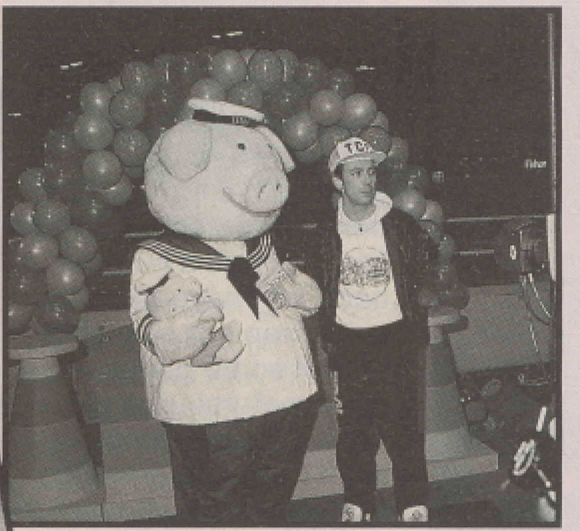
were out in force, photographers jostled for position as The Man smiled and posed. "Over here" they shouted, "Look towards me, Paul", while they climbed over each other and trampled members of the public with instamatics who got in the way.

Gazza also posed with 'real-life' Sindy - who'd won a lookalike competition for the part. There seems to be a fundamental mismatch between Gazza and Sindy - after all, Sindy dolls don't cry.



Sindy's arch-rival Barbie also had a 'real-life' persona. Fancy getting paid £15,000 a year to be Barbie? Those dresses, that hairstyle? No? The most annoyed person on the stand must have been the guy with Barbie who kept getting asked whether he was the 'real-life' representative of Ken - Barbie's toy boyfriend.

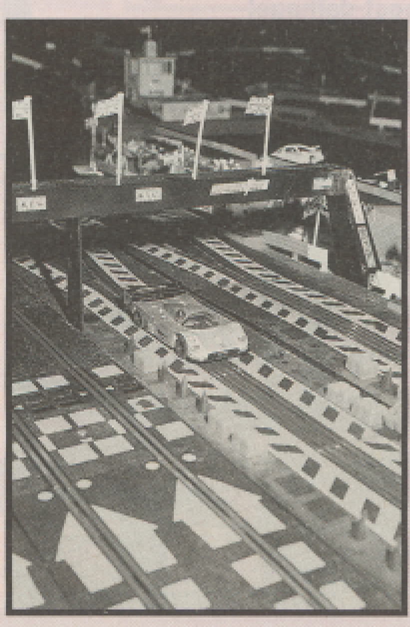
Just like last year,



Children's Channel (satellite only!) were doing parts of their programme from the Toy Fair. Gaz Top (who, and not a lot of people know this, interviewed ME back in the dim and distant past) was on hand to try out all the new games and interview Huxley Pig. His bacon jokes were appaling. TV presenters and people dressed as pigs; Hanging's too good for 'em, I say.

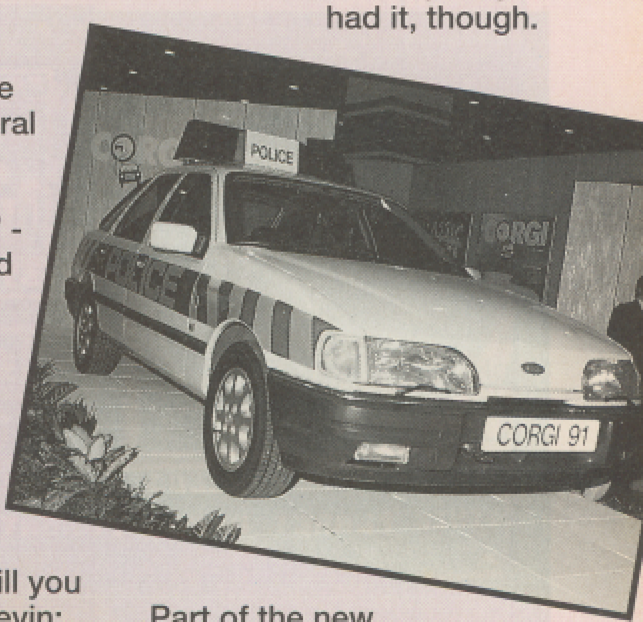
Probably desperate for a mention on Telly, Kevin Toms - whose face launched several hundred-thousand-or-so copies of "Football Manager" - was hanging around the Children's Channel studio/stand. Currently working on something very secret (he wouldn't tell me, anyway) he was persuaded (YC: "Will you do it?" Kevin: "Yes") to pose with some Swedes and their (you're way ahead) football game "Swegame 'Real Soccer'" which used players moved by magnets to allow actual contact with members of the opposing side.

Vroom, swoosh, crash, oops!

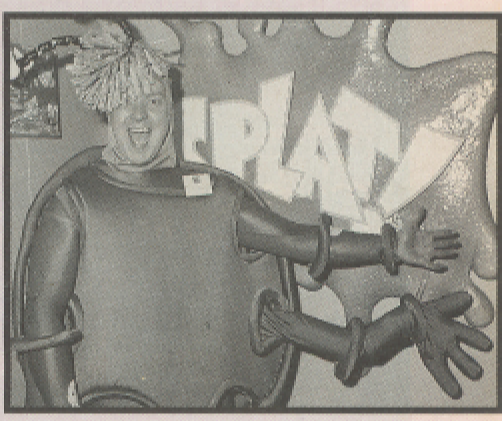


Scalextric, a timeless classic. Hornby had a huge Scalextric track set-up for the pleasure of all around. I still can't keep the cars on around the corners.

Corgi had a large Police car on their stand. Looks nice doesn't it? Er... I didn't find out why they had it, though.



Part of the new range? (Get off, you're useless - The Readers).

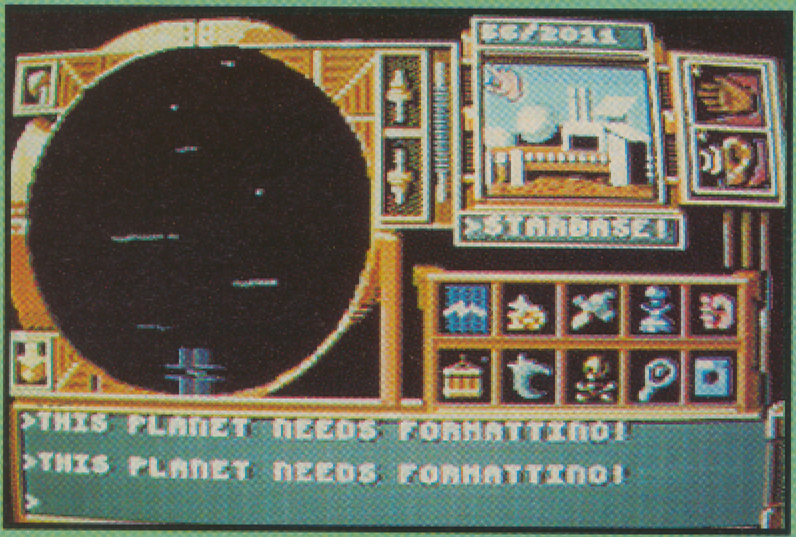


The man in the bug costume really needed a mention. Look kids, this is what happens if you become an actor - and then what happens if you're desperate for work. You end up hired to be a four-armed bug demonstrating a board game about squashing plasticine bugs. Don't let it happen to you.

So there you go. Toy Fair 1991 in a nutshell from the comfort of your own home. Me, I'm not going near a toy shop for the rest of my life. Urgh!

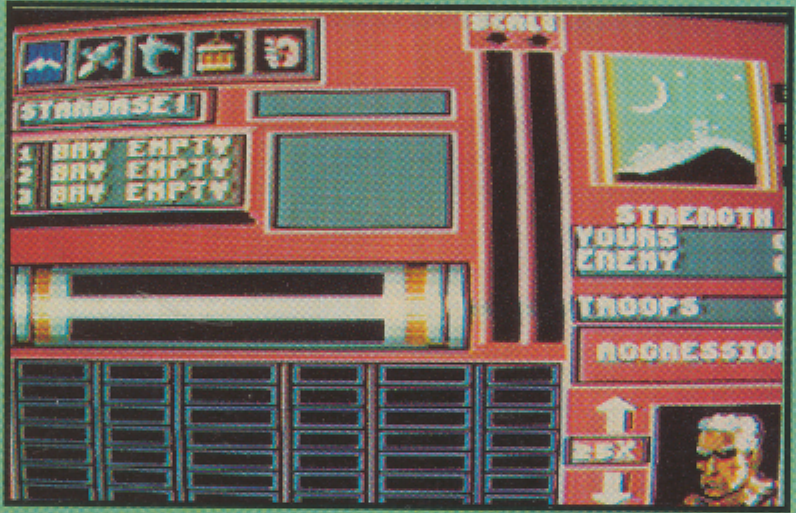
SUPREMACY

When it comes to the crunch, have any of us got what it takes to press that small red button and destroy the world? Rik Henderson has, and he wouldn't stop there! In fact It'd be surprising if a few worlds didn't go belly over tit under his ruling.





The sky at night. You can almost see the hole in the ozone layer. And up here where we're pointing to is where Rik's hairspray has done the most damage!



When you think about it, why would anybody want to own eight planets? I mean just think about the sanitation problems you'd have to deal with with that many people under your control - and what about all the poll tax you'd be responsible for! Nope, I think I'd rather spend my few years as a humble hack, all I have to do is write crap not shovel it!

But some people have the unnatural urge to conquer everything in sight (unlike Billy Briggs from class 2B who had the unnatural urge to conker everything in sight, including Miss Bottomly from the science labs, and ended up having his bare buttocks spanked with an extremely large and supple twig), and they even go as far as to take over - by force - large countries. Take, for example, a small Italian lad with chubby cheeks and a liking for cheese, shave his head, see him put on a few pounds and develop rather hanging jowles, and Bob's your Twin Peaks maniac you've got yourself a Mussolini-alike, who would, no doubt, try to take over the world with nowt but a plate of over-boiled Spaghetti.

Similarly, if you took a small development house, shaved all the staff's heads, gave them a computer or two and told them to get cracking at some spiffy games, they'd soon get ideas above their stations and try for a little slice of the software world domination cherry pie. Probe has, in the last few years, risen from a small bunch of geezers who dabble in games to the biggest thing in the computer industry since the Oric. And to celebrate the way they've stormed the business, they've produced (for Melbourne House, an off-shoot of Virgin Mastertronic) Supremacy, a game all about giving some intergalactic dictator a run for his money in the ass-kicking stakes.

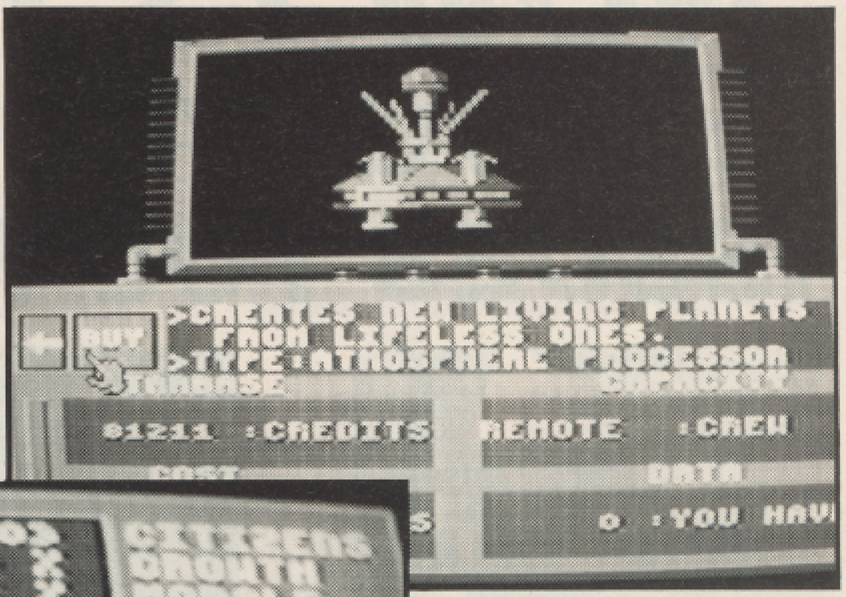
There are six opponents that you can choose to compete against, and depending on which one you choose you get a certain number of planets with which to play silly buggers on. Both

prospective Saddam Husseins line up at either end of the Galaxy and they have to take over (liberate?) each planet using an elaborate method of populisation, where you must first make the air breathable for your people, give them enough agricultural help as you can, and set up an enormous army to stop a). any dissent, and b). any other would-be dictatorship coming along and ruining your man-made democracy (?).

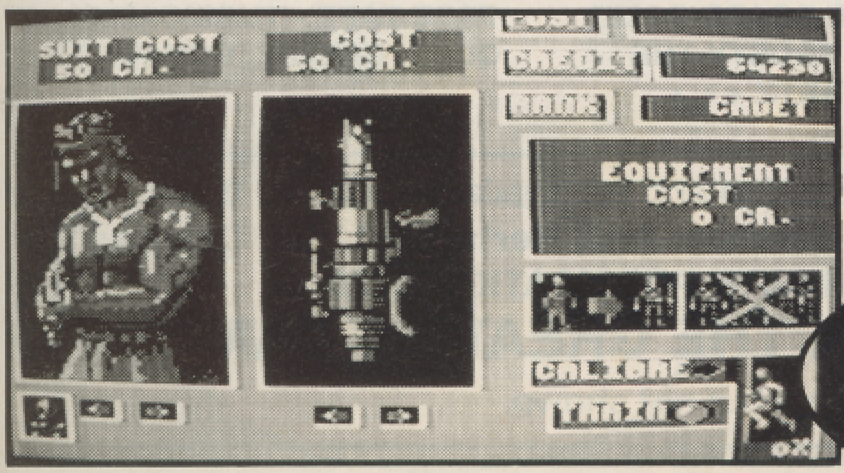
Of course, the computer controlled opponent is doing the same, and at one point you'll have to meet him in the middle where there'll be an almighty great fracas and one of you'se will limp home after suffering a severe twatting.

Every action is done using a cursor-controlled system and some rather spiffy graphics. You are able to buy the objects of war, etc., by taxing your people and spending hard cash (in preferance to the pathetic hard ecu), so a thinking and caring dictator is called for, otherwise you may find that you're just as likely to get a good kicking from your own people (or American peacekeeping forces - which ever comes sooner).

Supremacy is a very slick product indeed. It did very well on the 16-bits and has lost nothing (even in graphic quality) upon its conversion. The strategical element, although no way in the same league as Sim-City, is very engrossing and the simplicity of the idea helps to enhance the initial grasp factor that these games need for a younger gamesplayer. As you can guess, I rather liked this game and it's certainly more fun than running around the country observing corn-circles. We know that aliens exist, all we need to do is give them a good Earth-like spanking.







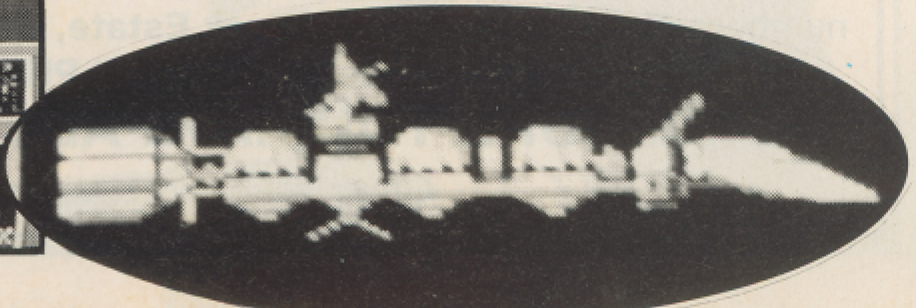
CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Quite a funky tune accompanies the occasional "whoop" and "bleep"!	Excellent still screens that have that kind of Amiga look about them.	After a pretty short time it grabbed me by the particulars.	Five mean, green geezers to tackle, each of which offering a different challenge.

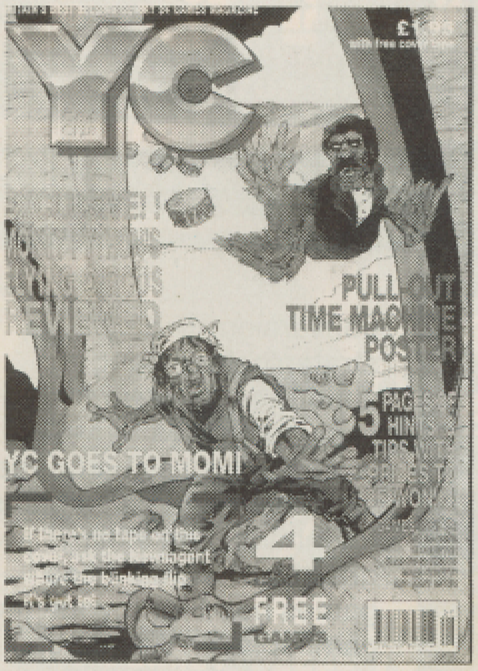
NAME: Supremacy.
SUPPLIER: Melbourne House.
PRICE: £10.99 tape, £14.99 Disk.
RELEASE DATE: Out of this world now.

OVERALL 86%

Dominance in space, it may sound like a naff Swedish skin flick, but believe you me it's a hard task (although not as sweaty). Oh, and the game's stonking too.



NOW IS THE TIME
TO CATCH UP ON
ISSUES YOU HAVE MISSED



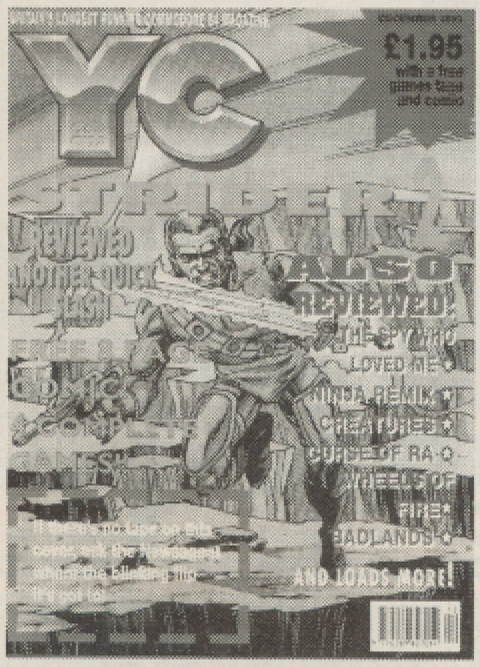
SEPTEMBER 1990 £2.50
FREE TAPE – PLAGUE, PANIC, KRON + + +



OCTOBER 1990 £2.50
FREE TAPE – TIME MACHINE, 16, DOMINOES, LIBERTE + + +



NOVEMBER 1990 £2.50
FREE TAPE – ORISTAL, CRIBBAGE MASTER, SCORPION + + +



DECEMBER 1990 £2.50
FREE TAPE - KNIGHTMARE, MOBSTER, LIMBO II + + +



SEPTEMBER 1990 £2.50
FREE TAPE & FREE BOARD GAME - GREAT VALUE FROSTY THE SNOWMAN, DARTZ + + +



SEPTEMBER 1990 £2.50
FREE TAPE - TURRICAN II, QUAD, BAZAIR , RUNAWAY

Back numbers include 55p postage and packing and are available from YC back numbers, **Select Ltd., 5 River Park Estate, Berkhamsted, Herts, HP4 1HL**. Cheques should be made payable to **ALPHAVITE PUBLICATIONS LTD**.

MAKE SURE YOU HAVE ALL THE GREAT YC GAMES

Other issues are available but not shown.

SOFTWARE OVERKILL!!!

WIN VIRGIN'S LAST FIVE RELEASES

Thanks to the ever so spiffy Virgin Mastertronic, and to give a big hurrah to its new game Supremacy, YC offers you the chance to win a copy of the last five games that the company's released. You can slash all over the place with Golden Axe, call yourself Eric with Monty Python, drive everybody crazy with Super Off-Road Racer, dispense some hot-leaden law with Judge Dredd, and Supremacy chucked in an'all!!!

WHAT YOU MUST DO...

Write a caption for the pic opposite, pop in on a postcard or sealed envelope, and send it to the address below. The funniest five will not only grab the goodies, but their authors will see their name in lights (well, the next best thing anyway) with their captions. Rude ones will be binned if they go too far!!!

Send your entry, by the 1st April, to:
SUPREME BEINGS COMPO, YC, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.

All the normal compo rules apply!!!

5 1ST PRIZES

- 1 copy of Supremacy
- 1 copy of Monty Python
- 1 copy of Golden Axe
- 1 copy of Super Off-Road
- 1 copy of Judge Dredd

Please state for cassette or disk!!!

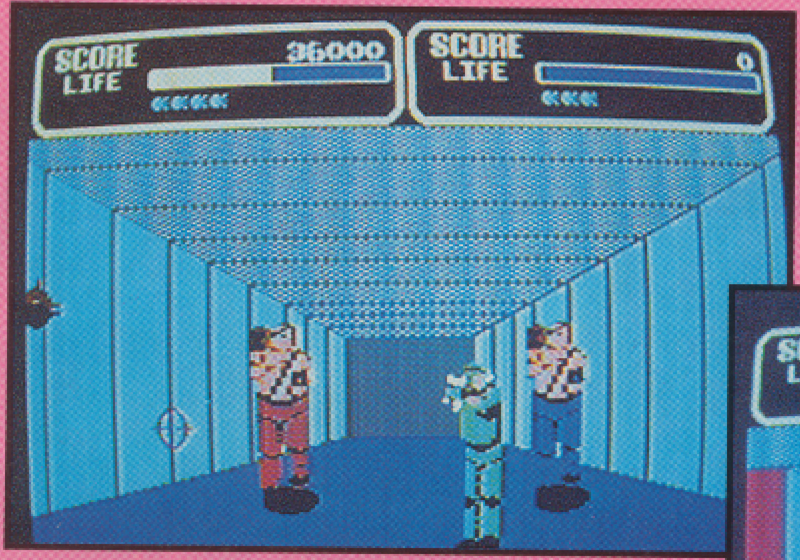


?

LINE OF FIRE



Two fat blokes gobbing rockets at you? I wouldn't hang around, you'd probably find yourself looking much the same as a cross between a motorway hedgehog and Jerry Hall - dead and with no brains!!!





This time he's gone too damn far. Duncan Evans ventures in search of an all powerful machine gun but walks straight into US Golds Line of Fire.

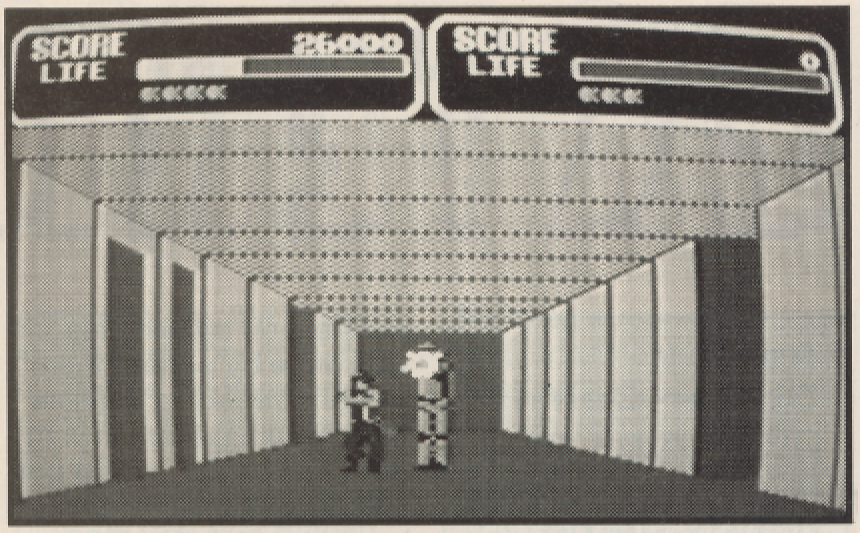
Oh no, I thought as this plopped onto my corner of the office floor, not a bit mapped 3-D object scrolling game. Yup, the type of game that Afterburner and Operation Thunderbolt proved the Commie was completely useless at. It just doesn't have the graphics resolution or the speed to shift large 3-D objects backwards and forwards. For chrissakes, even the ST has trouble doing it, so on the C64? No way.

So, how do you judge a game that is the conversion of a big name coin-op, and is generally reckoned to be unconvertable. Same as we always do of course. Good graphics, smooth scrolling and animation, snappy music, crisp sonics, and most importantly gameplay with a just one more go hook. Just cos the software houses reckon they're doing you some sort of favour by converting a game doesn't mean you should automatically go out on hands and knees, cash in hand, bowing to the almighty coin-op licence.

Line of Fire throws you and a mate (otherwise it's a suicide mission on your own) into rebel held territory, on a mission to steal the Rapier machine gun (hardly seems worth risking your life for). Thus part one of the game takes



place indoors, with corridors rushing quite effectively towards you, along with passable soldiers in brown and green. The indoors bit is pretty easy to program



since its all straight lines, no nasty bit mapped scenery here.

Controlling a cursor, you obviously shoot the enemy, shoot the health restoring packages, and shoot the grenade packets. For some reason you appear to have unlimited bullets so you may as well keep your finger on the trigger all the time. While you can think of excuses for the graphics, there's no excuse for gameplay flaws. The biggest is that the cursor must stay on a target until your bullet reaches it. There is a slight delay you see, during which time you can move the cursor on to a new target using the classic spray tactic. This doesn't work, you may as well be spraying roses with water for all the good it does. You can see the bullets hit the gooks, but if your cursor is long gone it won't have any effect. It means you have to take pot shots and careful aiming, which considering the unlimited bullets is just what the programmers wanted. It alters the flow, balance and integral style of the game though.

Once outside, whether still in the jeep, or in the air, the true horror of the commies failure to cope with 3-D bit mapped graphics comes home. It looks like someone shaking a houseplant rather than a race through the jungle. The helicopter gunships are good though, and at least a fair amount of effort has gone into the general sprites.

It would be palatable in a crude sort of way it it wasn't for one thing more. There was no continue option on this version. Really Line of Fire isn't bad, it just looks unnatural and offers little real entertainment at all.

CREDIT CARD

- **SONICS**: Reasonable music and crispy FX try and hold the game together.
- **GRAPHICS**: Generally as bad as I feared, though some sprites are pretty good.
- **FIX FACTOR**: Truly insipid gameplay, the lack of a continue disuades you from trying again.
- **HALF LIFE**: Plenty of scenes, but how many will you see. I won't be coming back for more.

NAME: Line of Fire.
SUPPLIER: US Gold.
PRICE: £9.99 Tape, £14.99 Disk.
RELEASE DATE: Oot noo.

OVERALL 55%

This really isn't the sort of thing the Commie is good at, and the programmers haven't helped any. Relentlessly dull and uninspired.



THE BUDGIE COLUMN

WITH DUNCAN EVANS

THE SKORES

NO SKORE - This game is too abysmal for words.

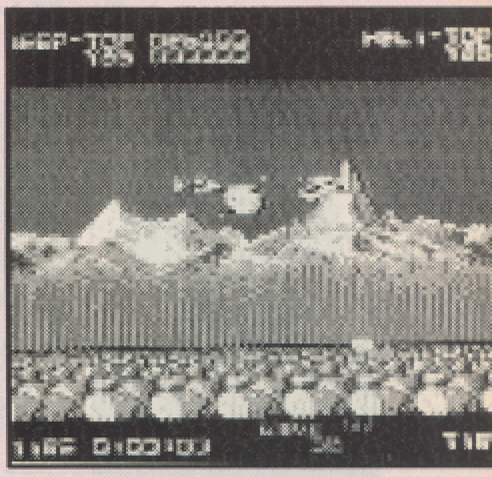
✪ - It'd probably be worthwhile using the cassette to record an E.M.F. single on or something.

✪✪ - Not even worth a look. It's only appeal would be for amusement.

✪✪✪ - This is an average budgie game, and would probably fill a gap on a rainy Sunday afternoon.

✪✪✪✪ - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.

✪✪✪✪✪ - This is the best you're likely to get for your pocket money. Well worth raiding your piggy bank for.



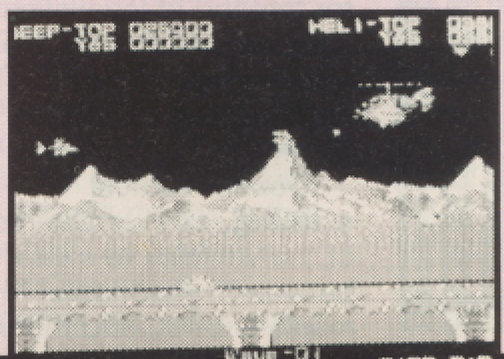
SILKWORM

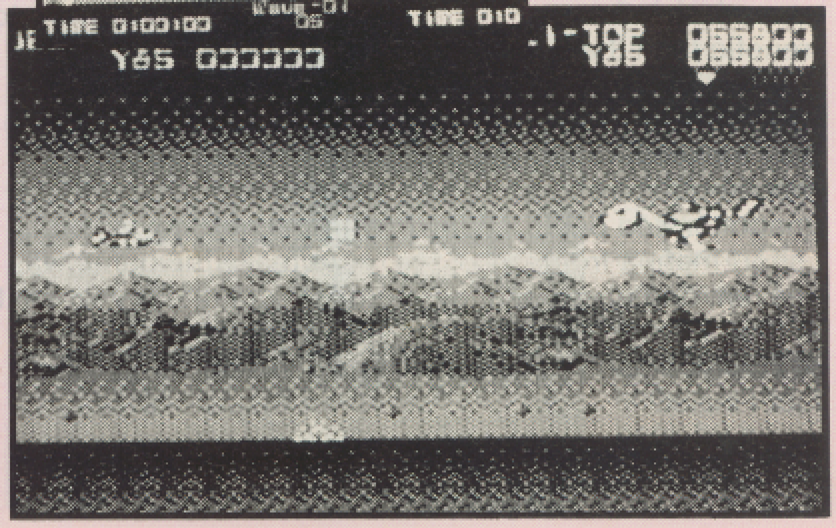
MASTERTRONIC
£2.99

This is what you want for £2.99, plenty of sideways scrolling mayhem, plenty of bowel bursting bangs, suitably crunchy FX and one or two player killing frenzy.

There's some old tosh of a plot but it's completely superfluous to the fact that one guy in a jeep (poor bleeder) and one in a chopper take on a bigger army than that of Iraq, with a whopping great end of level tank or helicopter to blow away each time.

You get smooth sideways parallax scrolling, just great swarms of enemy planes, choppers, tanks, missile launchers, and blimey, is that a kitchen sink. Well it may as well be because they chuck absolutely everything at you. I can honestly say its the most frenetic, intense, absolutely







THE BUDGIE COLUMN

XENON

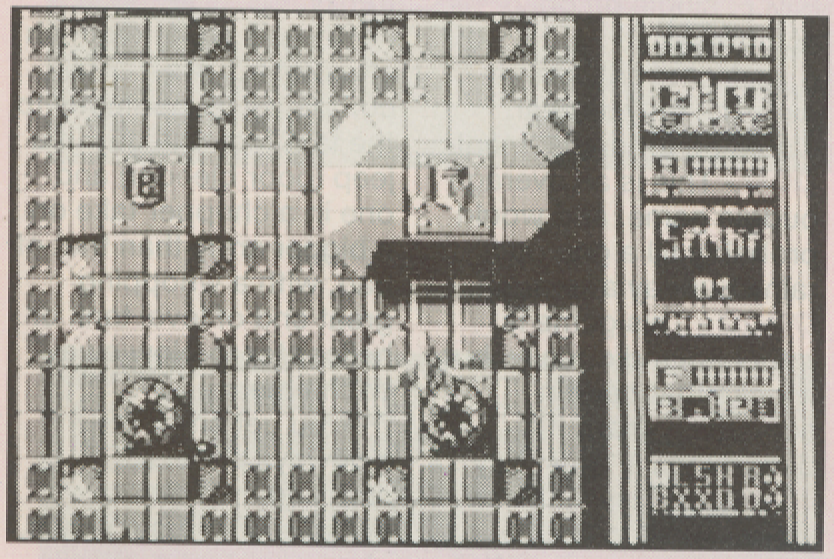
MASTERTRONIC
£2.99

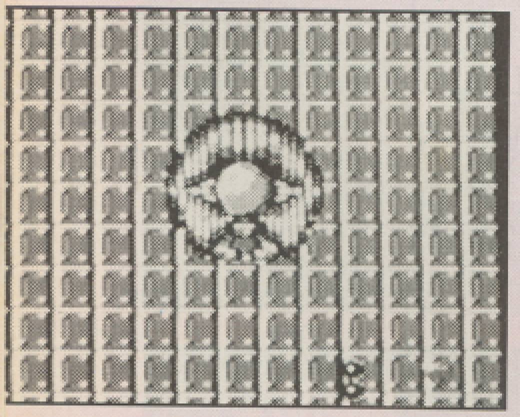
This is the game that originally shot the Bitmap Bros to fame. But that was on the ST and Amiga, and was a big hit thanks to smooth scrolling (then a novelty) and a certain Saturday morning TV program. The Commie version cam along much later, and really shows that this is nothing more than a budget game.

Piloting your fighter/groundcar you need to swap between vehicles to take out the airborne menace and raised emplacements, then get down and dirty for the end of level alien. Actually this was far too hard and ruined the original game, but is thankfully easier here.

Decent vertical scrolling, an inventive use of the vehicles to swap between, reasonable music and FX, and the bas relief graphics that were to become a Bit Map trade mark (even if they didn't actually write this version) combine to give you a good blasting experience with the odd novel twist.

Actually the game was quite revolutionary when it came out featuring some spanking power ups, ripper music and variety aplenty. It only looks dated now because shooter going. Stonking great FX, funky music, fab graphics, huge sprites, and conversely hundreds of the beggars, there are continue options, plenty of different levels, each one getting incredibly more frenetic than the last.





This is a game to play with a friend (make him play the jeep), and represents pure unadulterated destruction. I short manna from heaven, and cheap manna at that. For the silly price of 2.99 you can't say no, in fact I insist.

RATING: ✪ ✪ ✪ ✪ ✪

EXTERM

Ashley Cotter-Cairns plays a bit of squash in this handy game (groan).

Well, I'll be buggered. Or should that be bugged? Either way, I'll be it after this tasty little fryup from Harrovians Audiogenic. It's the company's first ever arcade conversion, and it looks like being a biggie of extremely large proportions.

The arcade original wasn't really amazing enough for my liking. For an arcade machine I felt that it lacked something... but anyway, that didn't stop Audiogenic from spotting its potential as a wonderful 64 title and so they snatched up the rights.

And what a great job they have made of it too. There can be no doubting the origins of this game. The graphics are as close to the arcade original as is possible on the 64. This was done by porting them straight through a digitiser and colouring them in with the 64's pallette. Whilst our faithful commies cannot hope to match the 4096 colours that an arcade wotsit can do the graphics retain the look and feel of the coin-greedy grandaddy from which it was spawned.

And if you thought that was impressive then here's an even bigger surprise. The sound comes directly sampled from the 16-bit version! So now let your Amiga-owning chums tell you that the 64 can't do sound as good as theirs!

Anyway, on to the game itself. Life as a Human being is great...all you do is wander around wiping out things. Imagine what life would be like if you were one of the things that Humans like to kill most often...bugs. Yep, the nasty crawly things that come in when it rains are the subject of this little game.

Well, the bugs in this game are not taking that attitude lying down, crawling on their bellies is out and they don't take no

CREDIT CARD

SONICS		FIX FACTOR	HALF LIFE
Lots of splats and jangly tunes.	Absolutely brilliant. It shows what the commie is really capable of.	Hooks you by the particul ars initially..	.. But you soon realise that it could be quite boring!

NAME: Exterminator.
SUPPLIER: Audiogenic.
PRICE: £9.99 Tape, £14.99 Disk
RELEASE DATE: Out now (probably).

OVERALL 83%

A pretty good conversion of an ultimately naff arcade machine! It looks brill though.

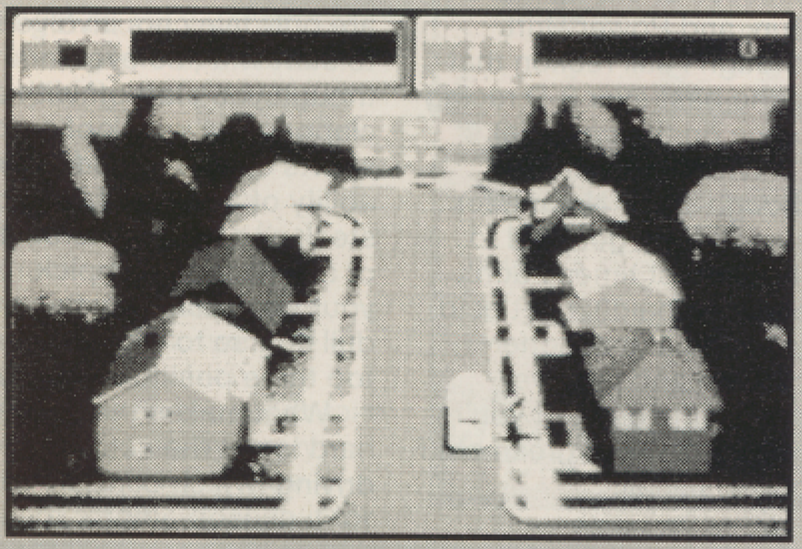
MINATOR

prisoners! No, the Humans in this game become the hunted as the invaders try to repell their enemies of old.

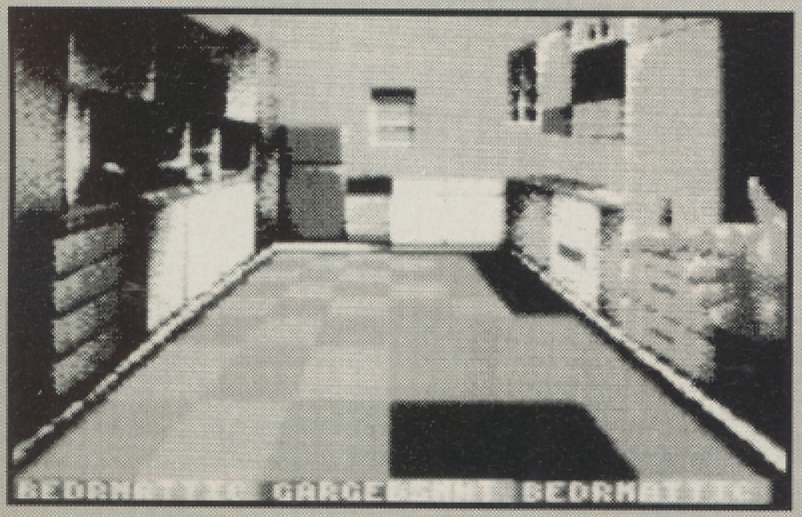
Needless to say, you play the part of a Human who's been sent to destroy these mutants of science. To do this you come armed only with a laser finger and your wits (plus those of your best friend, which still adds up to nearly zero). You have to take out as many of the nasty basts by swatting them, shooting them or pounding them with your fist.

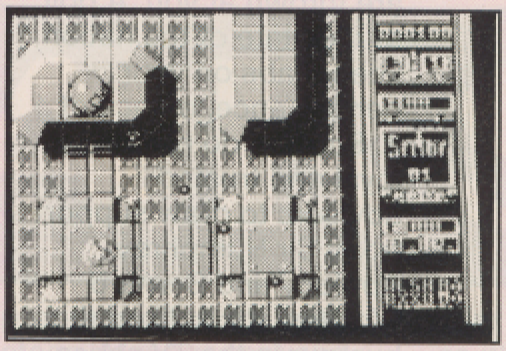
Swatting is great unless you try it on a wasp as he will most likely sting you. Shooting things is a little tricky as it requires thought and judgement. So the best method by far is to curl up your fist and pound the crawly creeps into a lovely squish on the carpet! This colours the tile onto which you squish with the insect's blood and if you colour in a line of the ever-moving tiles you can progress to the next room of the house.

With loads of houses inthe street and several rooms in each house this game is going to take a long time to complete. Addictive and a lot of fun initially, it may pall after a few hours but at best you won't feel ripped off. Should be a hit.



A town called Malice!! Little huts with big mutts and even bigger creepy crawlies – you'll definitely need a hand!!





everyone has copied everything in the game.

Xenon isn't as intense as many a recent blaster, but is still pretty good value at a budget price, offering an entertaining number of features, if not division one destruction anymore.

RATING: ✪ ✪ ✪

DOUBLE DRAGON

MASTERTRONIC
£2.99

Double Dragon features the usual martial arts plot of someones girlfriend being kidnapped by the Black Warriors, though why anyone would kidnap a street punks girlfriend and then expend men, money and equipment defending her to the death, while ultimately putting their own neck on the line, is a moot point.

What it means is that the two Lee brothers, either singularly or together can leap, punch, chop and beat their way across sprawling slums, factories, suburbs, and the Black Warriors hideout for a final confrontation with the infamous Shadow Boss (yawn, etc, etc). This boils down to five different scenarios, each one very nicely presented.

As well as kicking seven bells out of the opposition you also have access to all manner of lethal weaponry. Boxes can be thrown along with knives, oil drums, and baseball bats and whips can be used to inflict maximum damage.

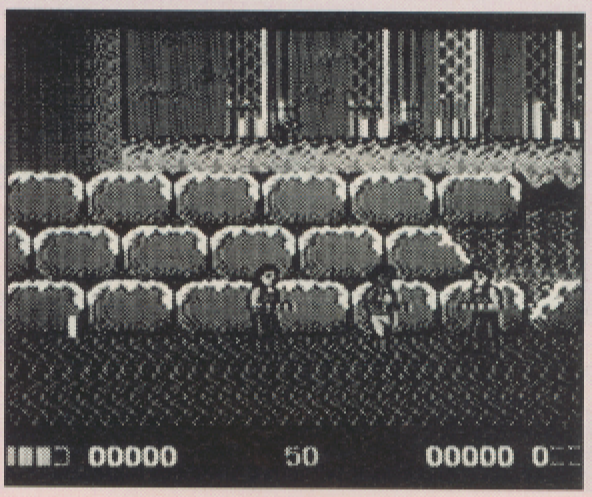
All good and well in theory, in practice it works out very nicely, offering great beat em up action plus the variety of different locations and weapons. Once again this is even more fun when played as a simultaneous two player game, since you can cover each others backs, or not as the case may be.

Colourful and detailed graphics, satisfying beating, and five levels to pound your way through. Great stuff, especially at this price.

RATING: ✪ ✪ ✪ ✪

YES, PRIME MINISTER

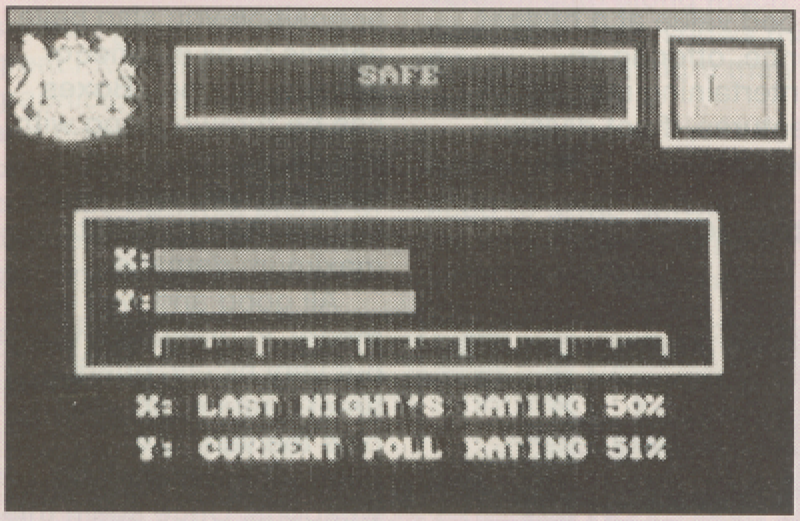
MASTERTRONIC
£2.99



I wonder if the TV series of this game is still Maggie Thatchers favourite TV program. Maybe not after she got knifed in the back by her own troops.



the national and international crises that are thrown at you. A poll of the state of the nation keeps tabs on your performance, or lack of it. Still you do have two loyal and trusted advisors to draw support from: Sir Humphrey Appleby and Bernard Woolley. If you liked the humour in the TV series you should be happy with the rap these two lay on you. When engaging in chit chat,



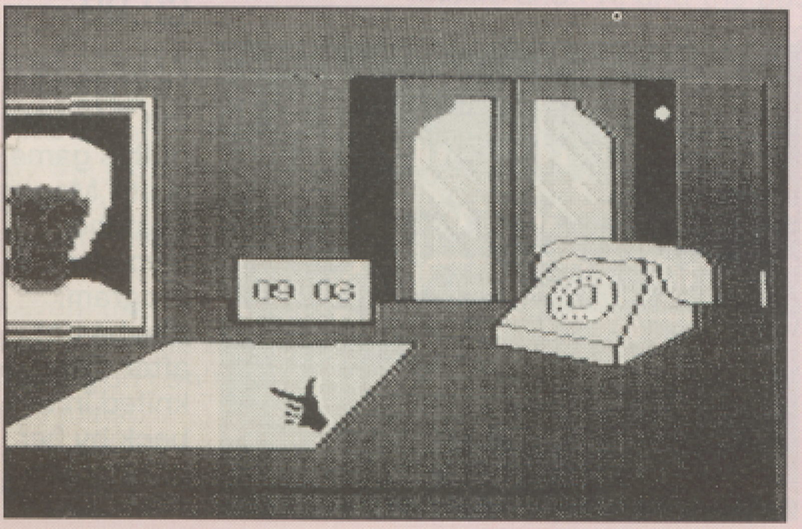
own troops. Beware exactly the same fate awaits the unwary as you play Jim Hacker trying to survive a week in office (well five days to be precise).

After a succession of action games, this is a return to an Oxford Digital Enterprises game of 1986, which makes it rather old and wrinkly. Graphically it looks like 1986 too, but then since this is a strategy game, the graphics aren't that important.

The object is to survive your five days by reacting correctly to all you are usually presented with a list of responses or a Hackergram where you point to a place on a graph to indicate a strength of response. This does lead to subsequent games being stale, but there you go.

Yes, Prime Minister shows its age now, being written in 1986, and doesn't offer very much for anyone other than a fan of the TV series. And if you are that, then this is still worth picking up on budget.

RATING: ✪ ✪



SUP

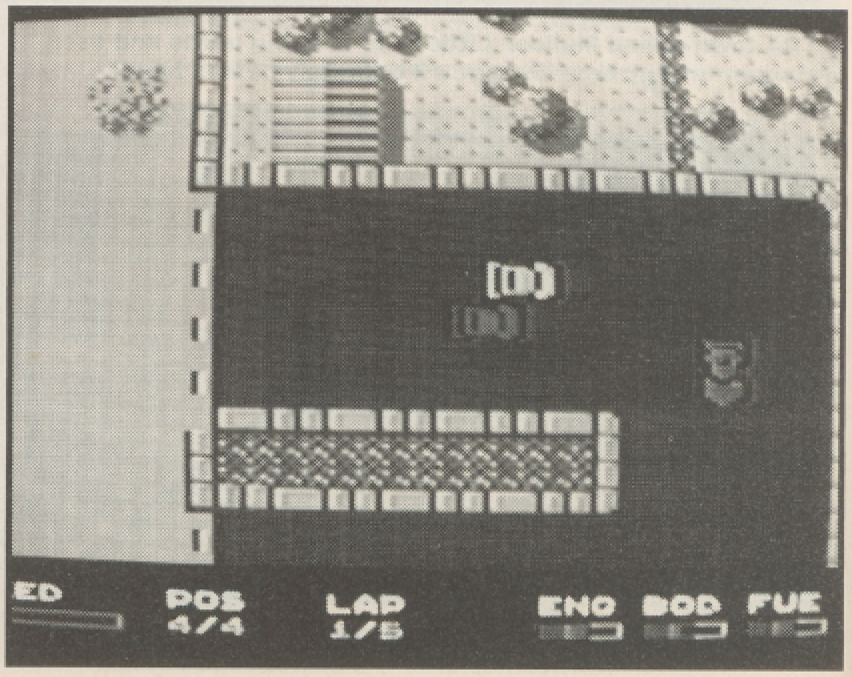
It's life in the fast lane with all star driver Duncan Evans, winner of five Formula One World Championships, and designer of a new racetrack at Monaco. So he says.

Scrolling vertical top down racing games are not new. Why there have been hundreds of the darned thangs. Thousands, even hundreds of thousands. Admittedly there aren't that many different ones, but there have been racing games aplenty, especially this last year. And who would have thought that software houses would go back to top down racing after the mega bucks success of old tat like Out Run, and Power Drift (though I still reckon that is the best ever 3-D racing game on the commie).

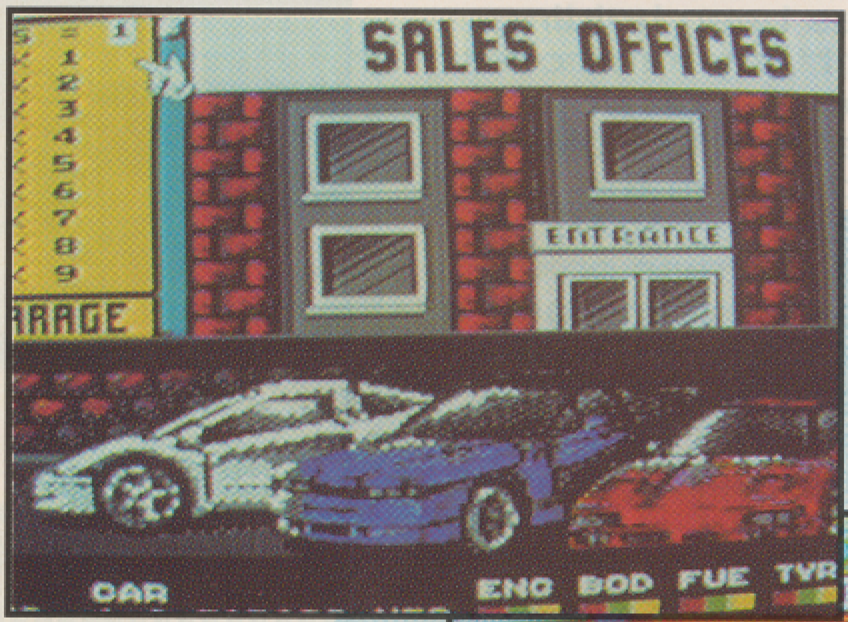
Who would have though it eh? Not me for sure, I don't get paid to think (most times I don't even get paid!), I get paid to waffle. I mean offer concise and incisive comments on stuff you're gonna shell out green stuff on. So I shall.

Super Cars is a game of racing for a Championship through nine races, with you having to constantly finish in the top three to continue playing. Huh, it wasn't like that for Alain Prost was it. Anyway this isn't too hard unless you suffer from some sort of motor neuron disease in which case being a bookie at a racecourse, or an extra in a Kylie video is a better proposition. It's not too hard because there are only five cars involved to start with, so even though you start off with a clapped out wreck of a sports car, with the turning ability of a block of forged steel, and the acceleration of a sloth, you can pick your way round the fairly dull course to victory. Or a top three position anyway.

What makes the driving hard is not the actual driving (which consists of



PER CARS





fire for accelerate, left and right, and no fire to slow down) but the picky sprite detection, the effect of collisions, and that you have to learn the courses to get round without running into the walls. Hit anything and your speed drops to zero and you lurch backwards.

This also has a secondary effect. It knackers your car. Yer wheels get rated on engine, tyres, fuel and body, all of which decrease as the races take their toll. Luckily every time you finish a race there's some dosh in it for you which you can spend in a number of rather exciting ways.

Either repair the car, or trade it in and buy a new, better version, or a new set of wheels altogether, or buy some armour, rockets or performance boosters like power steering, turbo charger, anti-skid kits, retros and high speed kits. With the missiles attached the game starts to take on a Badlands like feel, except the race tracks are set in a desert, supposedly.

Though if this is a desert then my back garden is an equatorial rain forest. It is bland though, like white toothpaste, it has no flavour, conjures no imagery of racing beneath the burning sun through sand blasted terrain.

Ho hum, never mind, the missiles are good fun, but they cause an awful mess, which you have to avoid on following circuits.

The first nine races you can attempt in any order, but all need to be completed before you can progress on to the next stage. Manage that and you get a password so you don't have to do this again, which brings us back to the idea of a driving championship. It doesn't appear to be one where you score points, just surviving to the end is the victory. Super Cars is very like a Sega/Activison game that came out last year (it even looks as dull as it), and more recently the excellent Nitro (16 bit only so far) which showed how to really do this sort of game. Still for all that it is playable and entertaining in a pedestrian kinda way. In fact since I'm a sucker for these sort of games I'd go as far as to say, it isn't bad at all.

CREDIT CARD

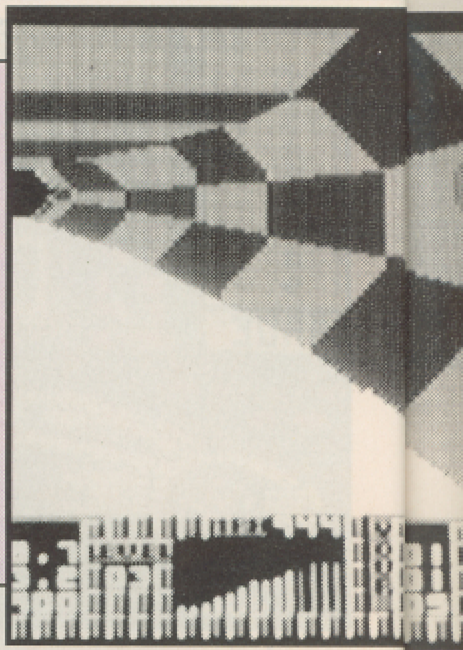
SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Music is passable, but the FX are pretty poxy.	The static shots are good, but the racing graphics are bland.	Easy to get into and play from the start.	Plenty of racing to attempt with upgrades to keep you interested.

NAME: Super Cars.
SUPPLIER: Gremlin.
PRICE: £9.99 Tape, £14.99 Disk.
RELEASE DATE: Oot noo.

OVERALL 80%

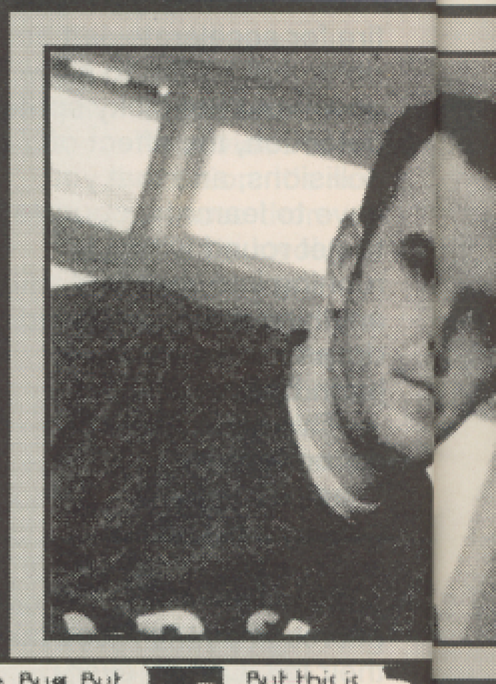
Graphically nothing to write home about, but it offers an easy start and plenty of variety and races to play through.

THE YC GO



Aided by ruthless accomplices, YC has been holding innocent press officers to ransom until they hand over piles of free, gratis and for nothing goodies for you to win. To get your share of the swag, before the Police arrive - "Honest, Officer, we just found it all in the middle of the road" - write the NAME of the PRIZE you want to win along with your name and address on the back of a sealed criminal rec... er... postcard and pop it in the prison mail to: **THE YC GOODY BAG, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

Then we'll pull the cards from different hat for each prize and Bob's your uncle. If you want Bob to be your uncle loadsatimes and you want to enter for EVERYTHING, just put a separate postcard for each prize in one big envelope and write "LOADSAPRIZES" on it.



10 JESUS JONES POSTERS

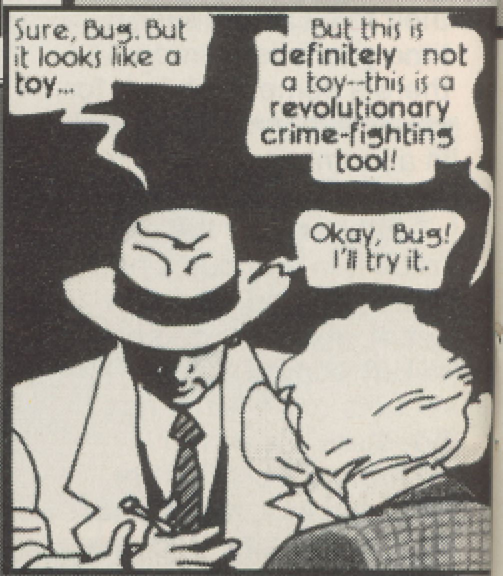
What a name, what a group, what a sound, what pop-stars. Yes! Yes! Yes! With their new album "Doubt" following close behind the "International Bright Young Thing" single, what better than a stonking J.J. poster? Write "JESUS JONES POSTER" on your card for a crack at this 'un.



5 DICK TRACY T-SHIRTS

Clothe your form with a Dick Tracy T-shirt and look like a million dollars. Of course, when Rik tried it he looked like five pounds fifty but there you go. Write "DICK TRACY T-SHIRT" on a postcard and high fashion could be within your grasp.





5 DICK TRACY MUGS

There comes a time in every coffee mug's life when it needs friends, and what better friend for all your old mugs than a brand new mug? Emblazoned with our Dick's logo no less. You could detect a prize if you write "DICK TRACY MUG" on a card.

OODY BAG



25 STUN RUNNER POSTERS

Thanks to Domark, we've all been speeding through a brightly-coloured netherworld, experiencing the time of our lives. But enough about the free cans of lager they sent, Stun Runner was quite good too. And now you can brighten your wall with a poster if you play your cards ri... oops... write ""STUN RUNNER POSTER" on your postcard.

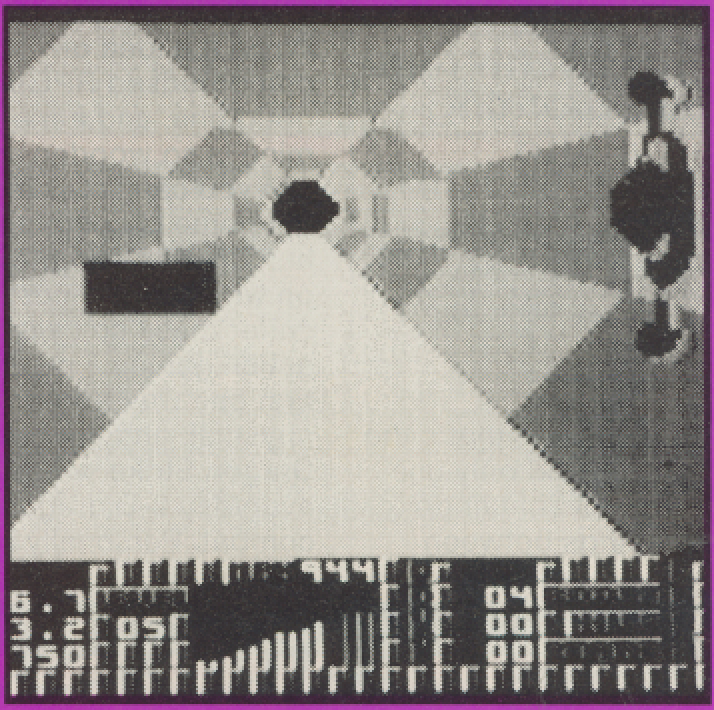


10 BEATS INTERNATIONAL POSTERS

Beats International, the combo that hit the bigtime with "Dub be good to me", featuring gorgeous, pouting Lindy Layton and gorgeous, pouting Norman Cook, have a new single called "Echo Chamber". If you write "BEATS INT. POSTER" on your card, you could end up with one. Cor!

5 STUN RUNNER MUGS

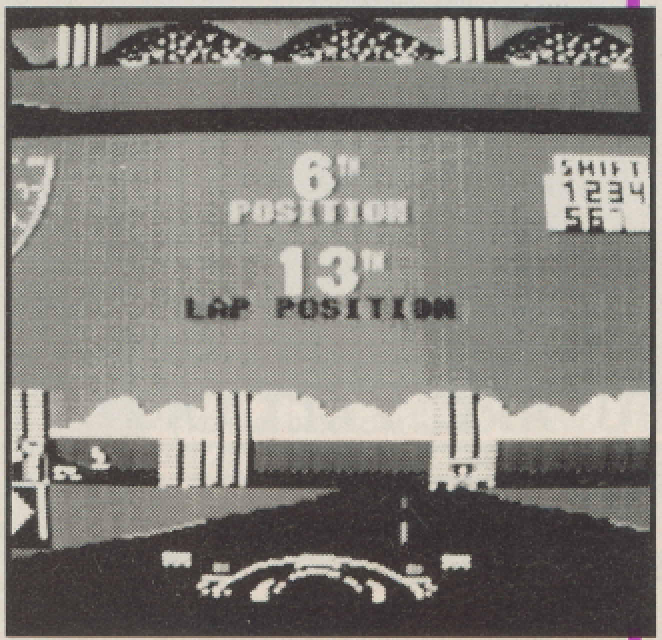
Fresh from Domark's kitchen come these mugs (and we're not talking about the staff - no, only joking!) and you could be drinking your tea-time cocoa from one if "STUN RUNNER MUG" is scrawled on your card.





25 SUPER MONACO GP POSTERS

"I like driving in my car, beep-beep, beep-beep..." First the C64 version-of-the-arcade-game and NOW... the poster-of-the-C64-version-of-the-arcade-game. And, if there's any more room on your wall, try and win one of these... by writing "SMGP POSTER" on your card.



ALL ENTRIES SHOULD BE IN BY 1 APRIL 1991.

DRAGON STRIKE

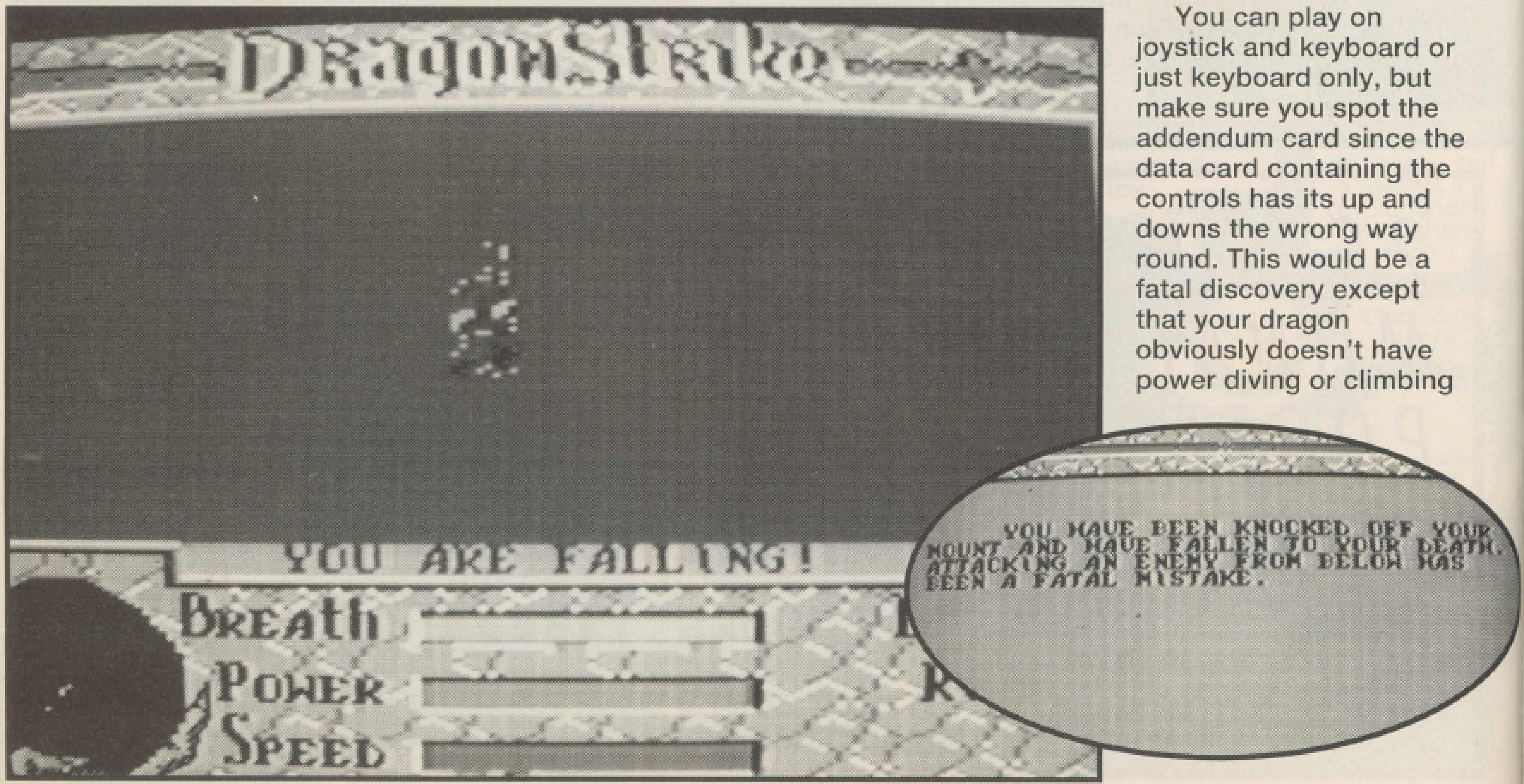
Duncan Evans crosses the picket line to test for himself the feel of something large and throbbing between his legs.

Right well, that's the first and only use of the innuendo about things between your legs, so let's concentrate on the latest in an ever increasing line of officially produced AD&D adventures. Or not. While the idea of computerised RPGs is a good one, and a friend of mine is so wooden as a DM you can't tell whether the game is computer or human moderated, why oh why oh why must we suffer these so called action games. I mean the first one was truly abysmal, and now we get Dragon Strike, a game of everyday 3-D dragon combat. Personally I was hoping this was going to be a rendition of Joust, but no such luck. It is a 3-D game (though with wobbly and flickery sprites, rather than any difficult scenery manipulation), and you sit on a dragon, trying to breath on people.

There's a simple little scene setter of a storyline, which shows the usual lack of imagination. ie, There you are, on dragon picket duty, just a fresh faced kid new to world, hoping to pull some real missions rather than this back of beyond duty when waddya know, some outriders go sailing by, and in the true spirit of torch first, question later, you set off to roast their chestnuts.

Well, that's just the first mission, there are plenty more beside, and it has to be said the way the attractive map plots your course through the game, listing position, then introducing a little plot before each animated outburst is well done and a much needed interlude between, what are, quite frankly, fairly poor combat scenes.

You can play on joystick and keyboard or just keyboard only, but make sure you spot the addendum card since the data card containing the controls has its up and downs the wrong way round. This would be a fatal discovery except that your dragon obviously doesn't have power diving or climbing



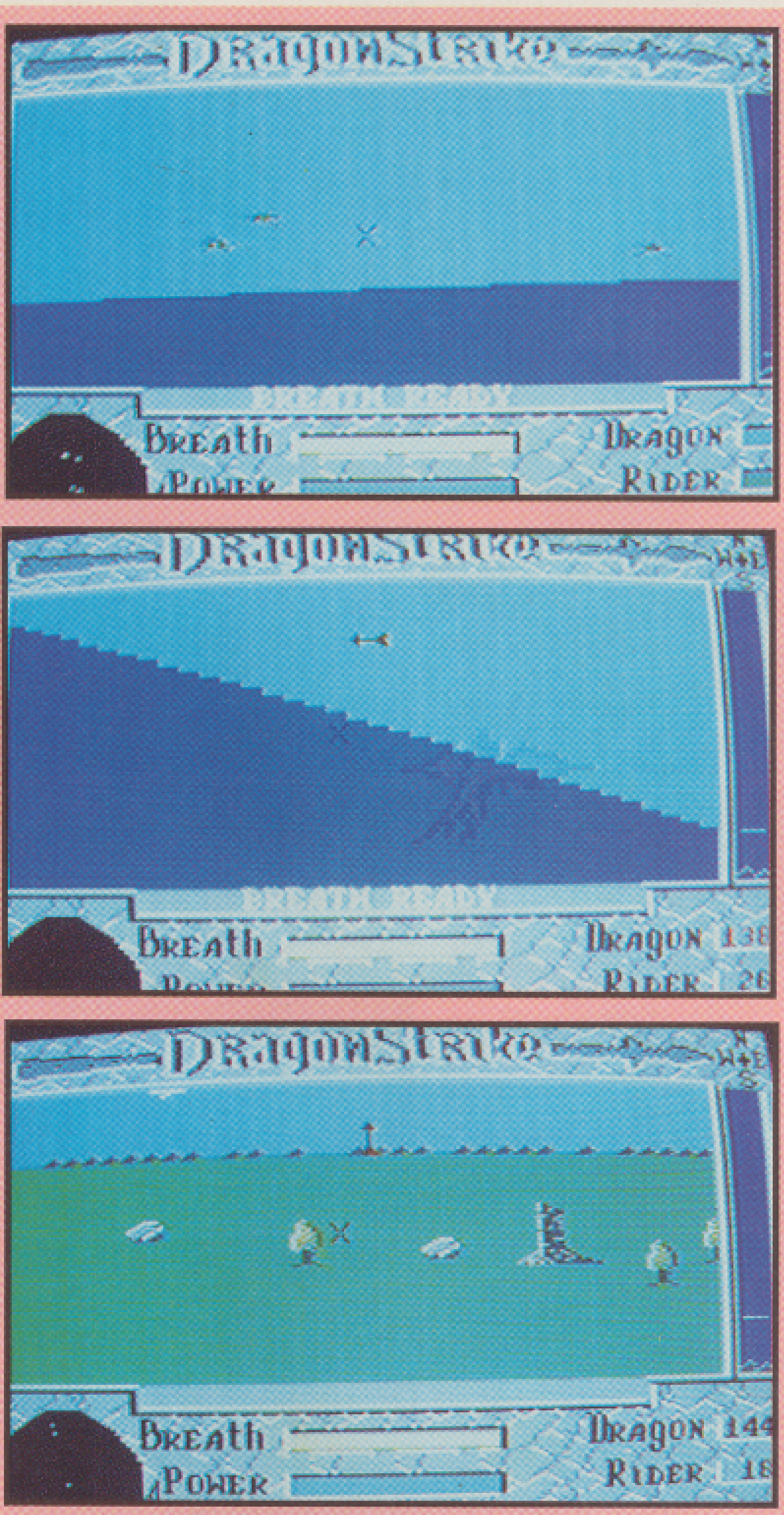


available and takes forever to move up or down so you can see perfectly what's going on.

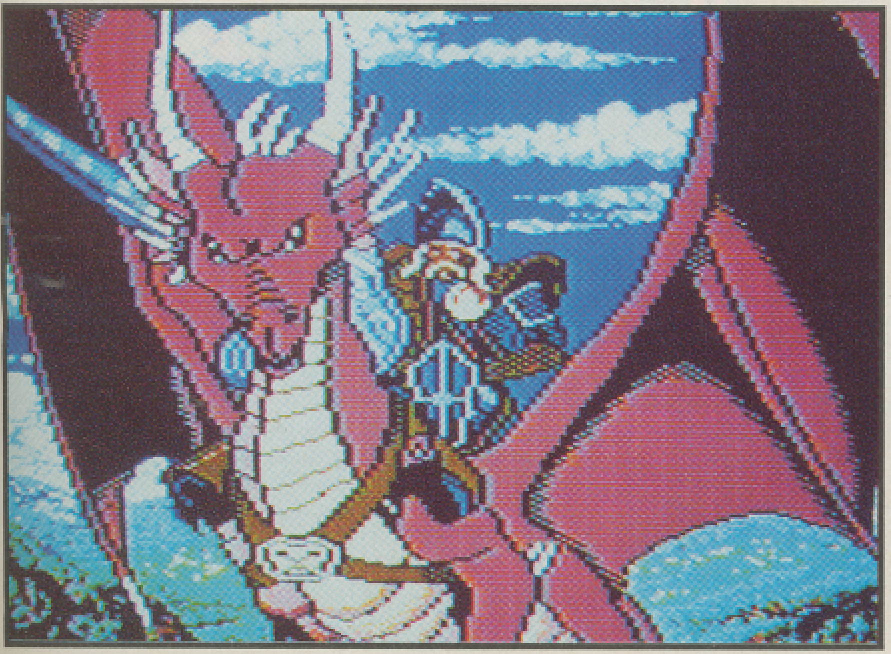
As a fledgling dragon rider you are armed with dragon spittle, lance, sword and salves to ease the beasties cuts, and a band aid for yourself. In the middle of a fight it is worth tending to your wounds if your power is running low. Simply running out of power isn't the only way to die though, as when you get into close combat dogfights the other geezers are all trying to knock you off your perch. It takes some while for you to hit the ground (or water), but when you do there's no walking away from it.

From a distance you can torch people quite happily, though the game handles poorly and the graphics are completely unimpressive and unconvincing. When into close combat the system falls flat on its face, delivering a monotonous and tedious flapping experience.

The music, the static graphics, the little bits of plot between flaps and spits are all pretty good, but you're paying for the priviledge of flying and fighting, and that is where the game fails. Stick to the RPGs is my advice.



Bah, there's no enemy in sight! I'm getting so desperate for some action I'm gonna go attack that tree!!



CREDIT CARD

SONICS Good music, reasonable throaty FX for torching.

GRAPHICS The scene setters, the rewards and maps are all well done, just the actual game spoils things.

FIX FACTOR You play it once, it feels like you've played it hundreds of times.

HALF LIFE Structured well but it doesn't invite you to play for very long.

NAME: Dragon Strike.
SUPPLIER: US Gold.
PRICE: £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 68%

The idea was just about workable, and all the fluffy bits add meat to some rather creaky bones. Basically the game is luke warm and despite some effort, it really is rather tedious.


UOP
17


YC
POSTER

POST APOCALYPSE



So you'd like a Post Apocalypse badge, or maybe even a free game? The only way to get either is to drop our posty with the mosty a letter and every one printed receives a badgeroonie. The Letta of the Munf gets a copy of the best game reviewed in that month's issue. Send those letters to: Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

I've just got in from the chip shop where we had quite a discussion about which side to batter a fish on first, and how hot the fat should get in order to cook the chips to that ever so perfect golden brown. After such heated topics of debate any subjects that you lot could talk about will only pale in comparison so I'm off... (Oi, get back here and do your job! - Rik)... Oh, okay. Get on with it then.

BADGE HUNTER

Yo posty, how's it hanging man? The new look is well wicked and I'd like to fire a few shots at you for you to answer:

a) What's happened to Flame Head? One minute he was in the Middle East having found his dad and that was it.

b) Why does Rik always have his mouth open every time he's photographed? It's a big one too, isn't it?

c) What does a letter have to be like to get the Letta of the Munf award?

d) What's your all-time favourite game ever? Mine's Dropzone, which shows you how long I've had a C64!

e) Do you think the C64 console will take off?

I reckon that's about all for now, where's my badge?

Paul Hawlings, Cambridge

PA: Firstly, it's hanging from a beam in my living room! But I suppose I'd better give you a few answers:

a) Flame's currently hiding in a bunker waiting for the next part of the strip to be written. As long as a stray SCUD doesn't bop him on the head we should see the final part of 'Roots' in next issue.

b) Rik's mouth is bigger than one of Clare Raynor's dresses. The reason he opens it every time somebody takes a photo

LETTA OF THE MUNF



SCORES ON THE DOORS

I think your mag is cool, and is a brill buy for £1.95. Please, please could you put a list in every issue of what budget & full price games are coming out? I would be grateful.

Also, how the hell do you add the score box up? Please tell me it's getting on my nerves.

Anonymous, Gainsborough

PS. You're Cool!

PA: In theory a list of new releases would be a great idea, but unfortunately no list would ever be correct as the release dates are set by the companies and they are hardly ever met. The best we can offer you is the small 'Release Date' section of the Credit Card.

Talking about the Credit Card, what we do is give graphics, sonics, fix factor, and half-life (lastability) a score out of ten, add them up, divide it by ten, times it by 5 and throw the result in the bin and make up an overall score out of a hundred on how good we personally think the game is. There you have it.

is because he's warning the photographer that his lens is just about to crack.

c) Better than this one!

d) Dropzone was a classic wasn't it! But the most popular game where I come from is 'Stick a rocket up a cat's bottom and post it through the neighbour's letter box', that was always a scream (well, more of a high-pitched wail really)!

e) Only if you stuck a Rolls Royce engine in it and glued a couple of wings either side. Anyway where would you find a pilot small enough?

That's your lot, and where your badge is now is not what you should be worrying about, it's where it's been, if you know what I mean.

JELLY BELLY

Dear Doris,
My husband has recently had a few problems with his dicky ticker. Every time we jumped up and down on a plate of cold lime jelly his machinery clicks over and sends a pulse up his... (CUT, erm, I think this has arrived at the wrong magazine. I'll send it on to Jelly User for you - PA).

HEY DEMONA

My brother says that you're a gitface and that YC is a load of crap, but he buys Sinclair User so what would he know!

Anyway, the reason I write is that I would like to see demos of games on your free cassette. Some of the complete games you give us are good (Frosty The Snowman, Rainbow Chaser) but I would like to sample a few full price games before I buy them. Other mags do this so why can't you?

Derick Southern, Macclesfield

PA: As you can see we have started given you some hot demos of the most recent games, and in fact there'll be at least one on every tape from now on. The only prob is that to accommodate for them we have to lose a corresponding number of complete games, and the value of the tape goes down. Maybe we should have a vote - complete the form below and send it to the usual PA address...

THE BIG TAPE DEBATE

I think we should have loads of demos on the tape ☐

I think we should keep things the way they are ☐

I think we should have no demos on the tape ☐

Tick the box that's most relevant!!!

SOME CONFUSION

I'm a 14 year old boy and I've been a YC subscriber since February 1990. I would like to congratulate you for the good work on YC although I ask for more colour...

But unfortunately I haven't received (with or without colour) the July issue, can you solve my problem?

Jorge Dias, Lissoa

PA: Erm... Er... We never published a July ish although subscribers will still receive the same number of issues that was paid for.

POOLS OF INTELLIGENCE

Thank you, thank you, thank you.

As you might guess, I'm extremely happy to be receiving YC. We only started getting it last month and we couldn't be happier with it, it's just great.

The reviews are top of the line and the posters are truly stunning. And Flame Head has got to be the greatest hero ever.

On another note could you please help me in an adventure? I'm stuck on Pools of Radiance with the ghost in the library, how do I kill him if I can?

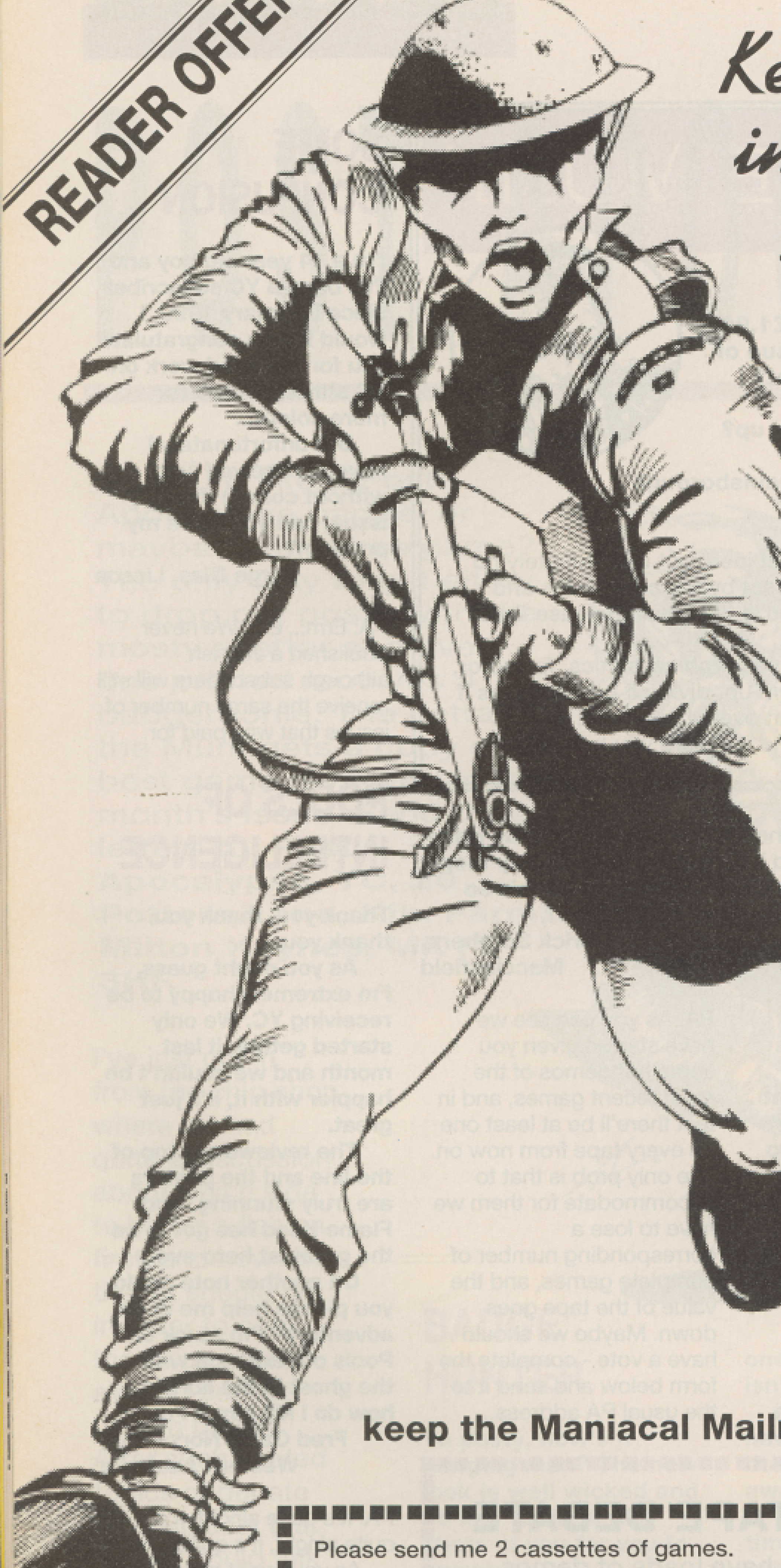
Fred Gallo, Norseman, Western Australia

PA: It's quite alright, it's quite alright, it's quite alright!

As you might guess, we're extremely happy to be receiving your cash, and we're glad that you've got the sense (and cents) to buy the world's best C64 mag. As for Pools of Radiance I'll ask Paul Rigby to deal with it in one of his columns.

By the way, Flame Head a hero? Hah hah hah!!!

READER OFFER



Keep Apocalypse in the Post Room.

To keep Post Apocalypse busy we're offring an assortment of C64 games on cassettes, including Flimbo's Quest (demo), Finders Keepers, Kentilla, Microdot, Rainbow Chaser and Spots plus lots of other games as well. They are all games from previous issues of Y.C.,so if you missed them you now have the chance to own these stonkingly good games.

Simply send a cheque or postal order for £3 made payable to Alphavite Publications Ltd., addressed to 20 Potters Lane, Kiln Farm, Milton Keynes MK11 3HF and we will send you two great cassettes. Not only will you have lots of games to play but it will keep the Maniacal Mailman in the post room for days.

Tape 3

Please send me 2 cassettes of games.

I enclose my cheque/postal order for £3 made payable to ALPHAVITE PUBLICATIONS LTD.

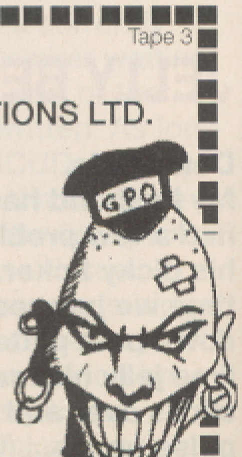
Or debit my Access/Visa Number ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry Date .... Signature ....

Name .... Address ....

.... Postcode ....

Allow 28 days for delivery



WIN THE ENTIRE IRAQI ARMY* WITH STORM!!!

YOU TOO CAN TAKE OVER A SMALL COUNTRY WITH WHAT WE'VE GOT TO OFFER!

To celebrate the funkiest shoot-em-up in the history of the commie, YC and the publishers of SWIV, Storm, have teamed up to give you some truly fantastic prizes. There's some wicked DIY models of jeeps and a helicopter, plus 20 copies of Storm's previous game, St Dragon, up for grabs, and all we ask the winner to do is get an adult to buy the glue (it's mightily dangerous stuff we don't mind telling you).

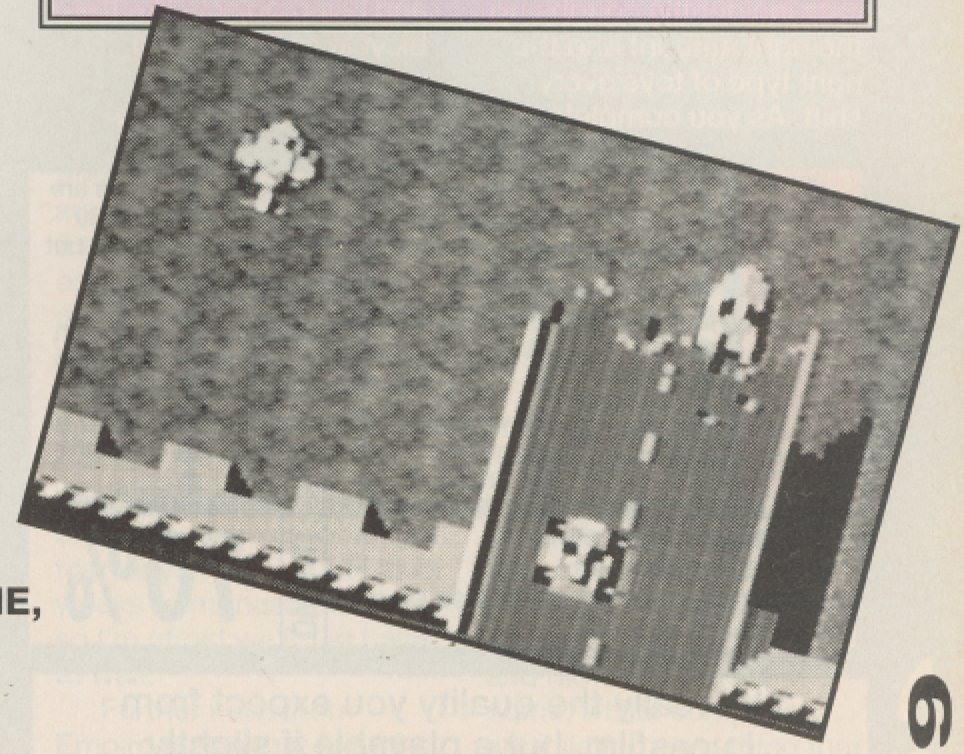
1 **1ST PRIZE**
1 Model Jeep
1 Model Helicopter
1 copy of St Dragon on tape or disk

2 **2ND PRIZES**
1 Model Jeep
1 copy of St Dragon on tape or disk

18 **RUNNERS-UP PRIZES**
1 copy of St Dragon on tape or disk

WHAT YOU MUST DO...

Write a phoney war report! We've all seen how the papers and the news have been reporting on the Gulf, what we want you to do is write a small report (no more than 200 words) on a war of your own choosing, fact or fiction. The winners will not only grab the goodies but will be printed in a future issue.



Send your report, by the 1st April, to:
KATE ADIE CALLING, YC, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.

All the normal compo rules apply!!!

*After the Allies have finished with them!

NIGHT SHIFT

With the paltry sums being paid to reviewers its no wonder that Duncan Evans has to turn to the night shift to earn extra dosh.

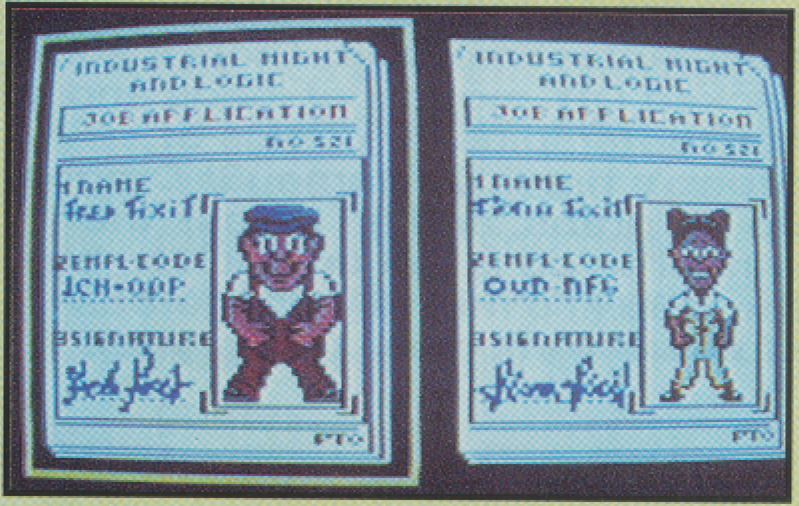
To be honest I'd rather spend my time reviewing even the most boring piece of software ever created (actually I have, it was a spreadsheet and it made trainspotting look interesting) than work in a factory. Hmm, maybe I should stick to just saying I'd rather review the dullest game ever, than work in a factory for a living. When Night Shift arrived from Lucasfilm it looked like I was going to get both jobs in one, but thankfully, the game rose above being terminally dull, to emerge as fairly dull but not bad if you like that sort of thing.

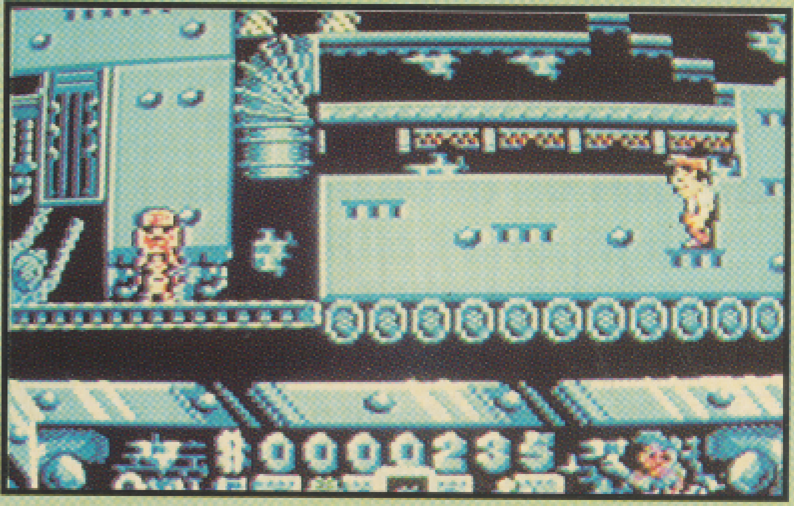
So the story goes, you work in a factory producing toys based on Lucasfilm characters, and have to make sure that the huge piece of manufacturing plant affectionately known as BEAST (which is the nickname for one of my cats incidently) coughs up the right amount and the right type of toys every shift. As you complete one shift the next becomes that bit trickier with the BEAST, which looks like a dark infernal machine if ever I saw one, getting ever more temperamental, requiring servicing, feeding, and usually a good kicking.

Various tools abound to help you in your task, ranging from matches to light the boiler to an umbrella which lets you quickly descend the BEAST face without having to judge all those jumps. Naturally half of the game consists of sorting out what tool does what job. As you may have guessed by now this is a platform game, though thankfully the leaps and jumps are easy to execute. The fact that you can move in the air after you have jumped makes re-adjustments easy and safe landings virtually guaranteed.

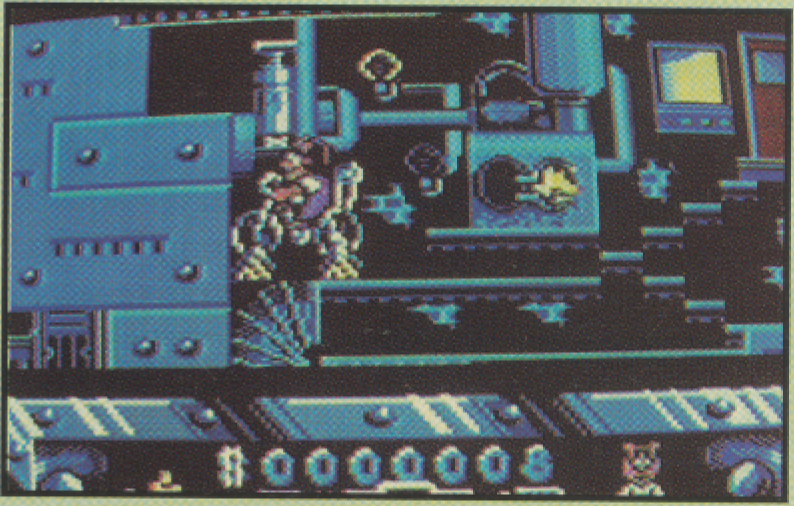
That's really about all there is to this game, that and using objects like the bicycle correctly, and mixing various . . . er . . . mixtures. Lots of leapy jumpy, a maddeningly hummable jingle, average graphics and reasonable FX.

To me this looks like an advert for Lucasfilm posing as a game. Well, not completely, but to be honest this isn't the last word in excitement, and you expect even a platform game to be a bit more interesting than this. I know some people who quite like the game, without going overboard about it, but I found Night Shift to be a real chore. It's like a washing up simulator. Unlike the washing up, I hope never to have to work in a factory, and computerised conveyor belt antics are too close by far.





And the wee plastic thingy plopped out the doofer, and lo . . . it did look blocky and plasticy, and the people bought them in droves! Next was the New Kids dolls . . .



CREDIT CARD

SONICS An oh so jolly jingle, grrr, I'll still be hearing it when I go to bed.

GRAPHICS Should have been a lot better than they are, but what you get are passable.

FIX FACTOR Discovering what everything does could drive you to play again I suppose.

HALF There are over 30 shifts, but it's much the same all the way through.

NAME: Night Shift.
SUPPLIER: US Gold.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 70%

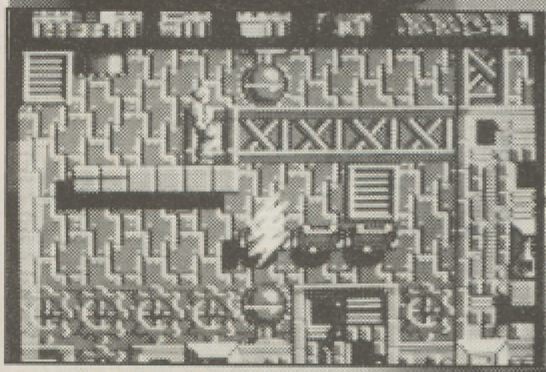
Not really the quality you expect from Lucasfilm, but a playable if slightly monotonous adventure on the factory floor.



KONSOLE KRAZY

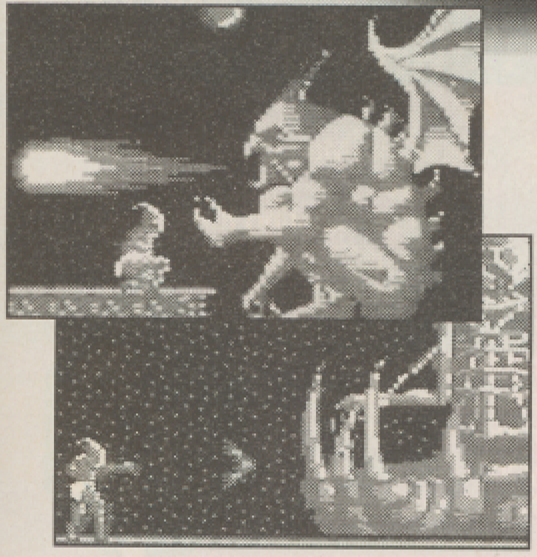
C64GS NEWS, VIEWS, PREVIEWS AND SAUSAGES CALLED GERALD WITH RIK HENDERSON

REVIEWED



ROBOCOP 2

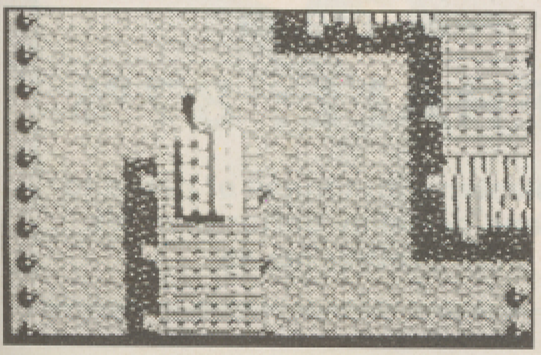
Laura Norder in the shape of a tin of Noodle Doodles!



SHADOW OF THE BEAST

This sounds like something associated with Duncan Evans when he hasn't shaved for a while!

PREVIEWED



THE SPY WHO LOVED ME

A serious case of Bondage!

BRIEF BITS

DEMON-STRATION

The Wrath of the Demon, that Empire game that we've been waiting so long for, is almost with us and on cart too.

The reason for this is that the game is supposedly SO large that there was no way that it'd fit on a tape or disk, and if it did it'd take absolutely years to load each section (and everybody knows what a drag multi-loading is). Also, as we all know, the mass production of cartridges takes a lot longer than any other formats (five weeks from master to final), so I'm afraid we'll just have to wait.

Further news from Empire states that the C64 version of Wild Streets (a rather mediocre bash-em-up) will also be converted to cart in time for Easter.

NARCO VAN BASTEN

Dinamics, the company behind the ancient Army Moves, has announced that the company's first C64 release for quite a while is to come out for the Games System.

Narco Police is a strategy/arcade game based in the year 2003, and is a mix of 3-D 'Operation Wolf' style gameplay with top-down strategical sections. You must infiltrate a Narco Processing Lab and blow it to kingdom come, whilst completely annihilating everything that moves within.

BRIEF BITS CONT.

STUNNED AGAIN

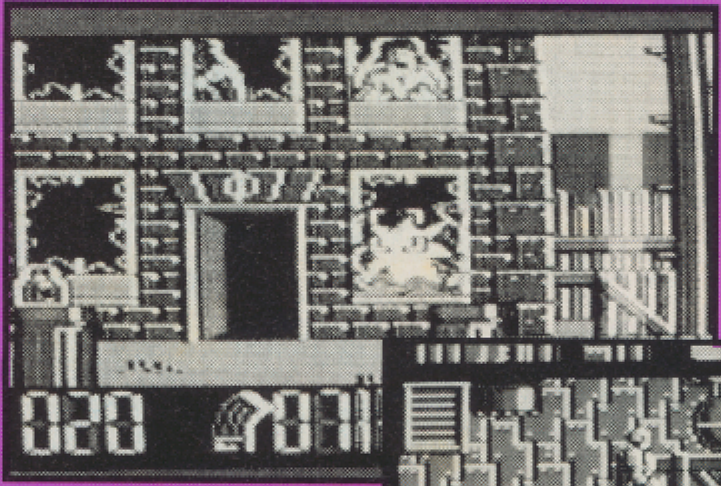
The very mediocre S.T.U.N. Runner is the latest Domark game to be converted onto cartridge, and I think at this point we can take it as red that this'll be Domark's policy from now on.

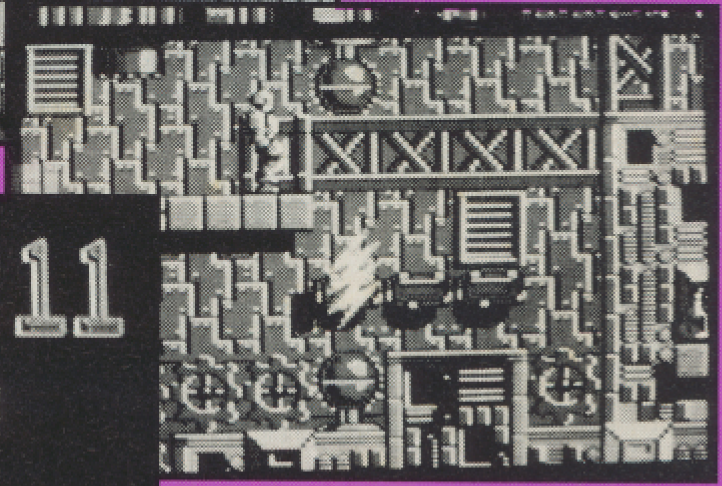
OTHERS

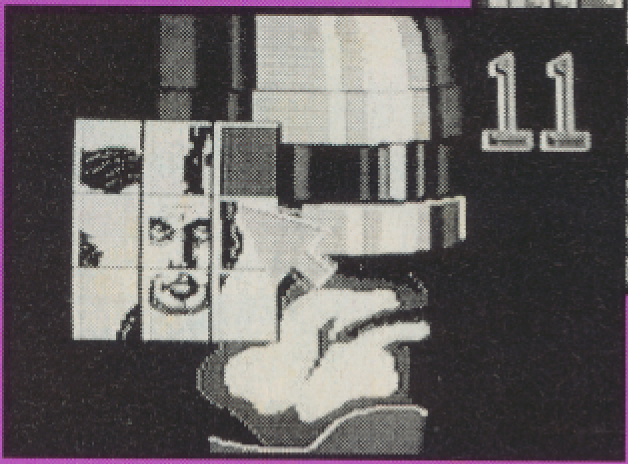
Other games to come to the GS are Battlechess - a completely funky chess game with superb character animation, and Ultima VI - role-playing at its finest.

SHA
THE

ROBOCOP 2







When I heard that Frank (Dark Knight, Batman - Year One) Miller was to write the screenplay for this eagerly awaited sequel, nothing could stop me haranguing everybody I could until I got my hands on the script. Two reads of it later and my suspicions were confirmed, the movie was gonna be hotter than a chilli pepper in a pot of boiling fat.

Something went drastically wrong though, between this and the final cut of the film and Robocop 2, on the big screen, proved to be nothing more than Roboflop. It was crap in almost every respect. All the neat plot enhancements probably lay on the cutting room floor, to make way for the more violent scenes. And any humour that had originally existed has more likely made their way into one of Tony Blackburn's joke books ('cause they sure weren't here).

Fortunately for Ocean, the game suffers very little from this poor cinematic showing. And it relies more on the original gameplay than on the weak plot.anybody that gets in your way. If you fail to grab 60% of the cannisters you'll have to go in for a spot of shooting-practice on the range (much the same as the first game). The other sub-game is a sliding blocks puzzle, of the type that we've all got stuffed in some drawer, probably with a picture of He-Man or Skeletor printed on the front.

For sheer blasting fun you wont be able to get much better than this, but my advice is to certainly consider how much wonga you're laying out for the pleasure.

Similarities include the scrolling shoot-em-up play of the main part of the game - although this time in a eight way scroll fashion with arcade/adventure elements - and the few sub-games that break up the action enough for your blistered trigger finger to soothe itself sufficiently for another onslaught of throbbing.

During the main gameplay you must search certain areas for cannisters of Nuke, a truly mind-expanding, very addictive, drug (much like 'Neighbours'), and destroy them, and, of course, destroy anybody that gets in your way. If you fail to grab 60% of the cannisters you'll have to go in for a spot

of shooting-practice on the range (much the same as the first game). The other sub-game is a sliding blocks puzzle, of the type that we've all got stuffed in some drawer, probably with a picture of He-Man or Skeletor printed on the front.

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YC FUN ONE

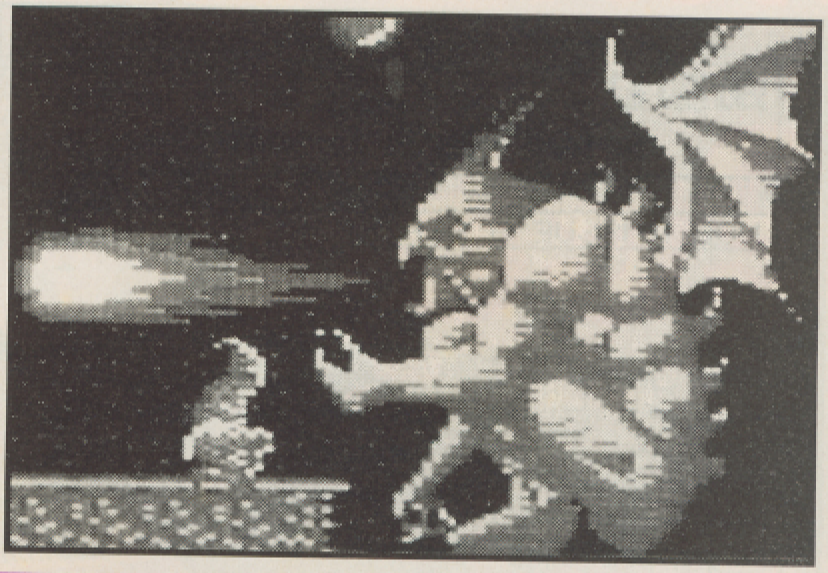
CREDIT CARD

Name: Robocop 2
Supplier: Ocean
Price: £19.99

OVERALL: 87%

A great blaster with tonnes of perps to waste, and certainly better than it's older brother movie.

ADOW OF E BEAST



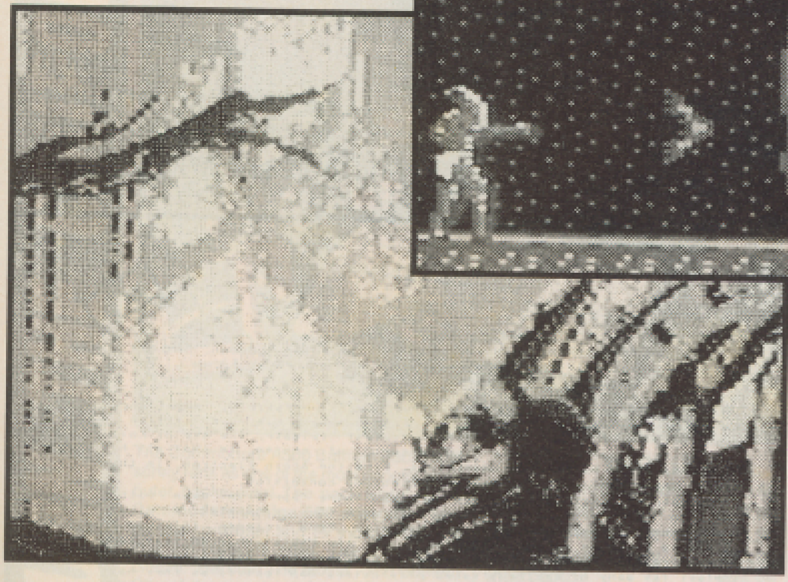
If you went down to WH Smiths when this game was released on the Amiga, you'd find yourself having to push through the crowds of people just to get to the C64 section, as they'd all be ogling at the screen at the gorgeous graphics and the very funky sound FX, but most of them were just duped. Because, like most games of the time on the Amiga, the graphics and sonics were in no way connected to the gameplay. In fact it seemed as if somebody had said, "This game looks really good, but don't you reckon we should let the player do something?", and somebody else had replied, "Nope!"

And so Ocean's grabbed the rights to convert the 'beast' onto the C64, and what do you get if you take a game with great graphics and sound, but with very little gameplay to speak of, and put it onto a machine that's not too hot on graphics and sound? That's right, very little gameplay to speak of.

This doesn't mean that C64GS SOTB is a disaster. In fact it's quite an achievement, if only for the fact that you know what you're getting. And what you are getting is a parallax scrolling find-em-up, as you trot along the landscapes, searching for keys and beating up monsters. Mappers will have a field day.

The graphics ARE pretty, if a little too colourful, and the sonics do churn out some funky beats, but the whole affair is a tad boring for those who would rather have a game that would strain their joysticks. The end-of-level monsters though will probably give you the incentive to persevere, if only to see how ginormous they are.





CREDIT CARD

Name: Shadow of the Beast
Supplier: Ocean
Price: £19.99

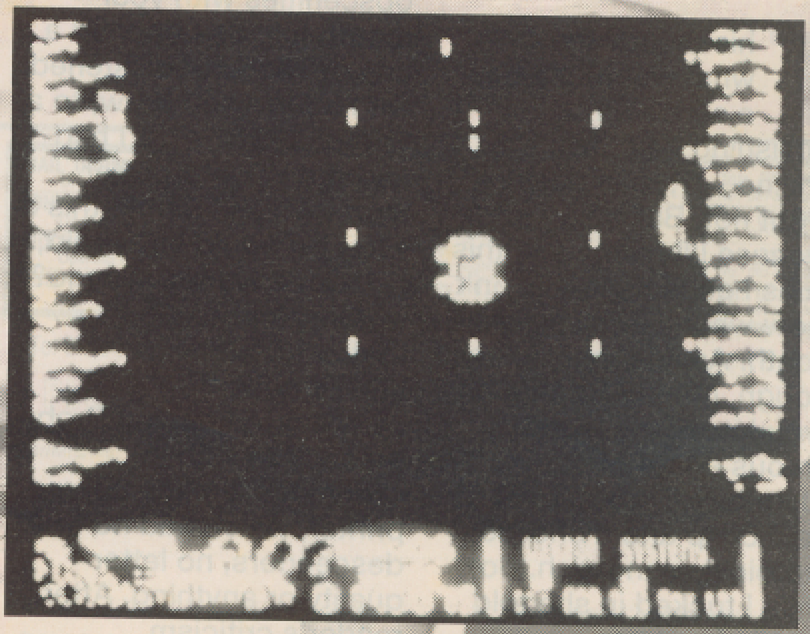
OVERALL: 72%

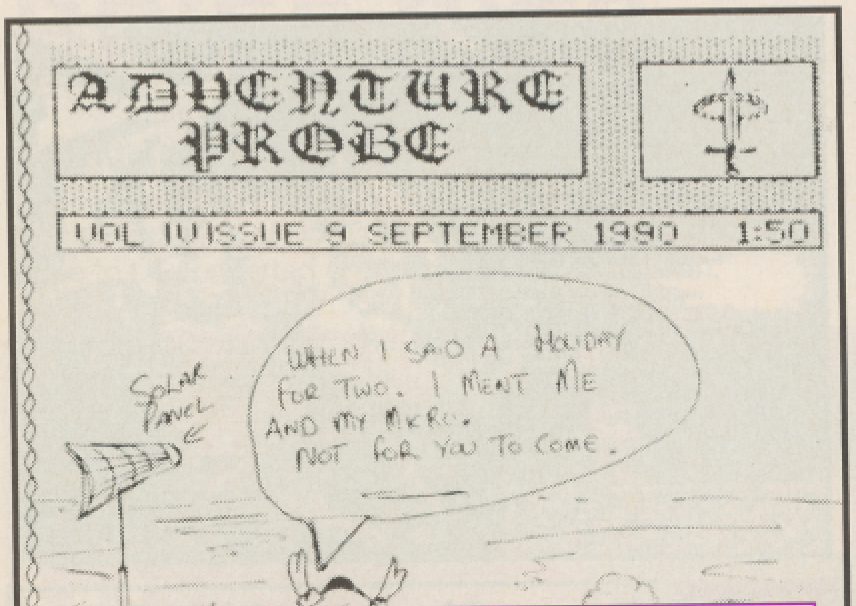
A plod-along-em-up with little to offer in the gameplay stakes save only for the immense amount of mapping to be done.

PREVIEW

THE SPY WHO LOVED ME
Domark

Reviewed back in our December issue and only given 78%, this game would have been spruced up a bit more if the gameplay was as varied as the Amiga version. Now Domark has the chance to add the vital Operation Wolf type sections that never made it to the tape or disk versions, and we can only wait to see if this will be done in order to justify the larger price tag. Read the update in Konsole Krazy soon.





Ever thought about publishing your own organ (and we don't mean photocopying your naughty bits 150 times)? Paul Rigby interviews Mandy Rodrigues and discovers if 'fanzine' editing's what it's cracked up to be!

THE 'ZINE MACHINE

This month sees, what just might be, a series on publishing your own fanzine - or, then again, it might not. Basically, because I'll be making this up as I go along so I won't know what'll turn up next month. As it 'appens, though, Mandy Rodrigues - you know, the world famous editor of Adventure Probe - offered me a crisp and a cheese and pickle sandwich. So while I tucked in she told me all about her experiences with her fanzine complete with hints and tips for beginners. I tried to stop her but the Editor told me never cast obscenities with your mouth full. So I opened a can of Tango and listened, with a furrowed brow, to a stream of Welsh. If I had had the YC Interpreter there, which I didn't, this is what he would have said,

"Got any more Tango?"

Oh, alright...after that...during the interpretation,

"I started editing Probe on my C64 with a Commodore MPS-801 printer, which had no true descenders, no letter quality or anything. After reader's criticism regarding the quality of the print I bought a Citizen 120D."

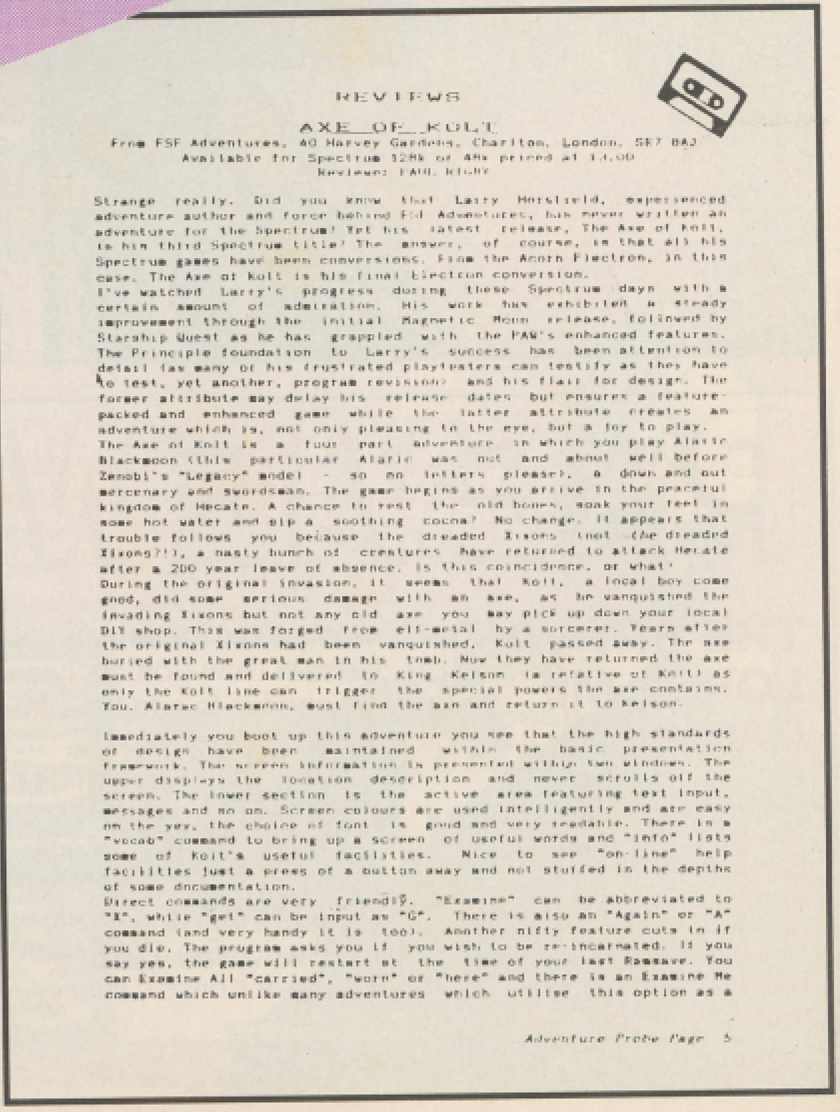
So the first rule for all budding fanzine editors is - make sure your readers can actually read your fanzine! An obvious point, sure, but one that is too often overlooked. In fact, at one point before obtaining the Citizen (a good printer for the price), Mandy typed one issue,

"...and I justified it as well! Every page was justified in the June 88 issue. Of course, making a mistake when you're typing is a disaster!"

Initially, the Mandy utilised Eaziscript,

"You'd have to be a masochist to use that! It took so long to do anything with it. If you wanted to centre anything you had to enter CN:1. Then you'd type what you wanted to be centred and then you'd have to type CN:0 to switch it off afterwards. You couldn't see the results on the screen, either, you'd have to wait until it was printing."

Mini Office 2 was another, short-lived,


REVIEWS

AXE OF KOLT

From FSF Adventures, 40 Harvey Gardens, Charlton, London, SE7 8AJ
Available for Spectrum 128k or 48k priced at £4.00
Reviewer: PAUL RIGBY

Strange really. Did you know that Larry Horsfield, experienced adventure author and force behind FSF Adventures, has never written an adventure for the Spectrum! Yet his latest release, The Axe of Kolt, is his third Spectrum title? The answer, of course, is that all his Spectrum games have been conversions. From the Acorn Electron, in this case. The Axe of Kolt is his final Electron conversion.
I've watched Larry's progress during these Spectrum days with a certain amount of admiration. His work has exhibited a steady improvement through the initial Magnetic Moon release, followed by Starship Quest as he has grappled with the PAW's enhanced features. The Principle foundation to Larry's success has been attention to detail (as many of his frustrated playtesters can testify as they have to test, yet another, program revision) and his flair for design. The former attribute may delay his release dates but ensures a feature-packed and enhanced game while the latter attribute creates an adventure which is, not only pleasing to the eye, but a joy to play.
The Axe of Kolt is a four part adventure in which you play Alaric Blackmoon (this particular Alaric was out and about well before Zenobi's "Legacy" model - so no letters please), a down and out mercenary and swordsman. The game begins as you arrive in the peaceful kingdom of Hecate. A chance to rest the old bones, soak your feet in some hot water and sip a soothing cocoa? No change. It appears that trouble follows you because the dreaded Zixons (not the dreaded Zixons?!), a nasty bunch of creatures have returned to attack Hecate after a 200 year leave of absence. Is this coincidence, or what!
During the original invasion, it seems that Kolt, a local boy come good, did some serious damage with an axe, as he vanquished the invading Zixons but not any old axe you may pick up down your local DIY shop. This was forged from elf-metal by a sorcerer. Years after the original Zixons had been vanquished, Kolt passed away. The axe buried with the great man in his tomb. Now they have returned the axe must be found and delivered to King Kelson (a relative of Kolt) as only the Kolt line can trigger the special powers the axe contains. You, Alaric Blackmoon, must find the axe and return it to Kelson.

Immediately you boot up this adventure you see that the high standards of design have been maintained within the basic presentation framework. The screen information is presented within two windows. The upper displays the location description and never scrolls off the screen. The lower section is the active area featuring text input, messages and so on. Screen colours are used intelligently and are easy on the eye, the choice of font is good and very readable. There is a "vocab" command to bring up a screen of useful words and "info" lists some of Kolt's useful facilities. Nice to see "on-line" help facilities just a press of a button away and not stuffed in the depths of some documentation.
Direct commands are very friendly. "Examine" can be abbreviated to "X", while "get" can be input as "G". There is also an "Again" or "A" command (and very handy it is too). Another nifty feature cuts in if you die. The program asks you if you wish to be re-incarnated. If you say yes, the game will restart at the time of your last Ramsave. You can Examine All "carried", "worn" or "here" and there is an Examine Me command which unlike many adventures which utilise this option as a

Adventure Probe Page 5

wordprocessor but it didn't last long because of memory shortages. Protext, on the Amstrad CPC is the present system. Basically, if you have a wordprocessor that you're happy with then stick with it. Otherwise, hang loose 'cause I'll be dipping into the ins and outs of hardware/software in a later issue.

So what's the actual process of producing a fanzine. That is, according to our Mandy? The nitty gritty? Tell it like it is Mandy,

"Producing Probe, I would say, it doesn't matter what machine I use as long as I have Protext to do it with. The spelling checker is essential, too. I usually print out the text in bold, near-letter quality, sometime a double-strike as well (but it can get a bit blurry) on A4 paper and then reduce it via a copier. However, since this last couple of months I have changed to bold, double-strike, compact, near-letter quality with the elite font. Then I changed the wordprocessor's ruler to 95 characters instead of 80, 44 lines of text instead of 60 which all fits into, exactly, A5 size. Which is much quicker and cheaper as I don't have to reduce printed pages anymore."

So an ordinary A4 is laid flat on the desk and all of the different pieces of printed text are cut out with a pair of scissors. Any diagrams or headings are sorted out too. After that, the whole lot is stuck onto the page with a mixture of spray-on glue (that you can unpeel and re-position) and clear tape (such as the Scotch Magic Tape) to stick the edges down and eliminate page shadows. Tipex, for example, costs a fortune and you still see the marks after copying. But why do that old fashioned leg-work when the wonders of DTP are here? Unfortunately, Mandy doesn't really like DTP, although she used Timeworks on a ST to include headings and so on. Basically, because she likes the in-built fonts. Another reason though is that, during a recent DTP experimentation, a large portion of the readership complained because they hated the style - so they demanded the old style back again!

Another lesson, here. Listen to your readers! Do not take the dictatorial attitude. You know, "I'm the editor and I know best!", you will only lose your readers that way.

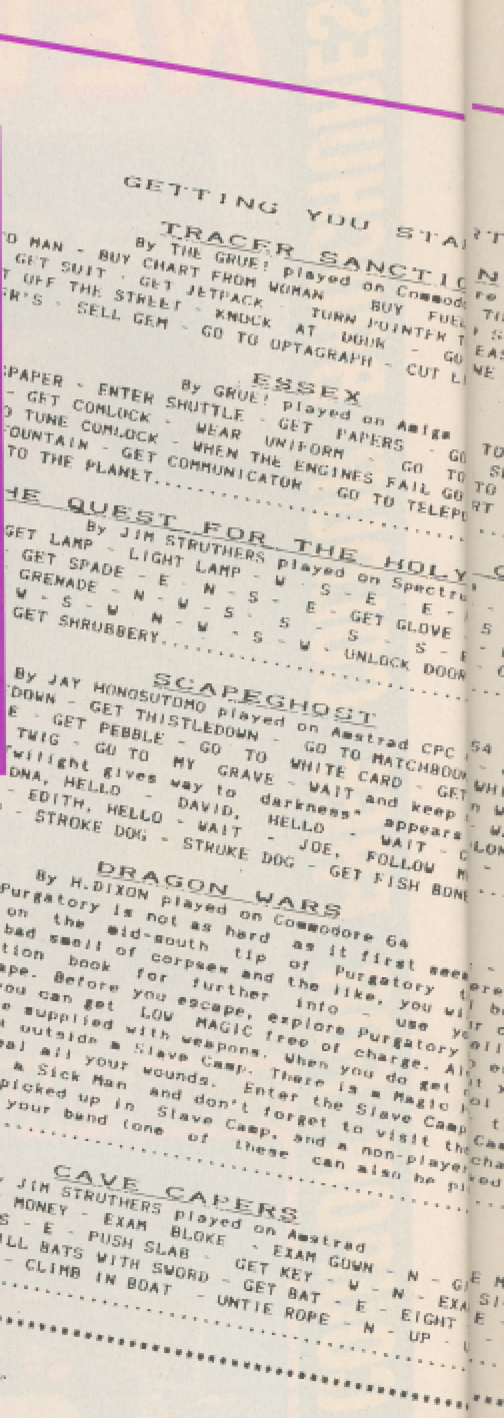
So once one side of the A4 sheet is pasted up it is copied and then that copy turned around ready for the other side of text. Then it's stapled and stuck in an envelope.

Postage, you'll find, is a problem. The weight of the mag will dictate how many pages you include,

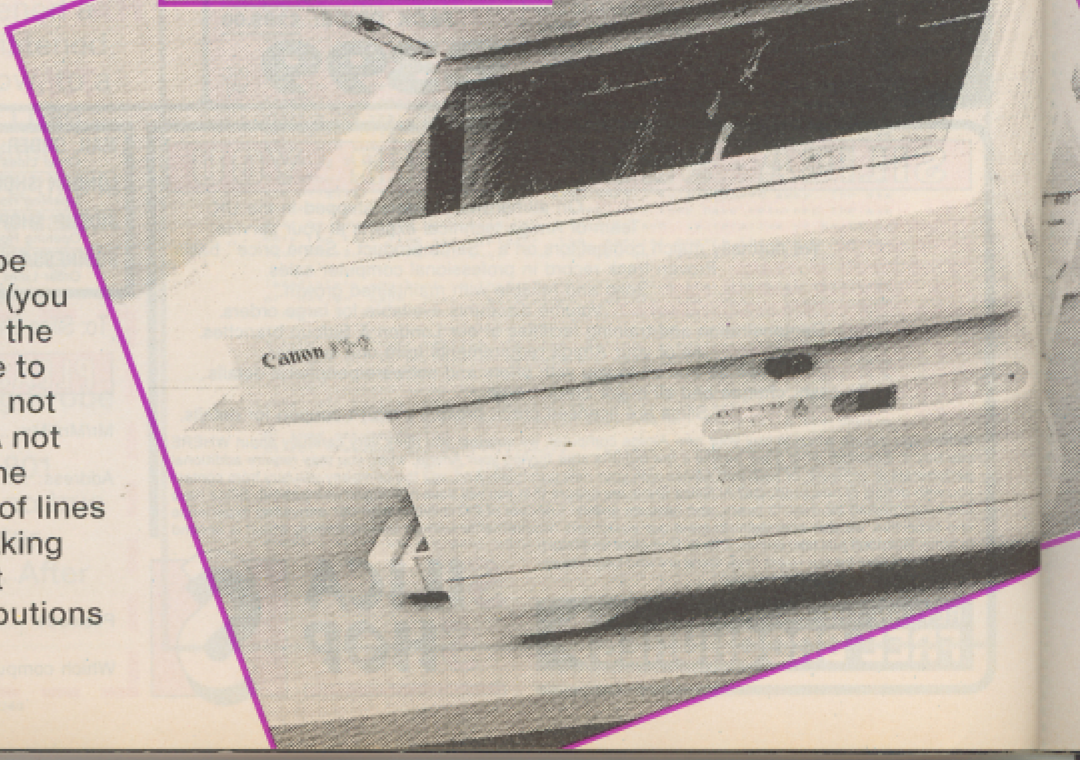
"I've gone up to 52 pages and it costs 27 pence an issue to send out. Forty pages, you get away with a first or second-class stamp. I'm on 100 grams now. If I go much more it'll cost me 32 pence for each issue. My postage bill is getting on for £200 per month."

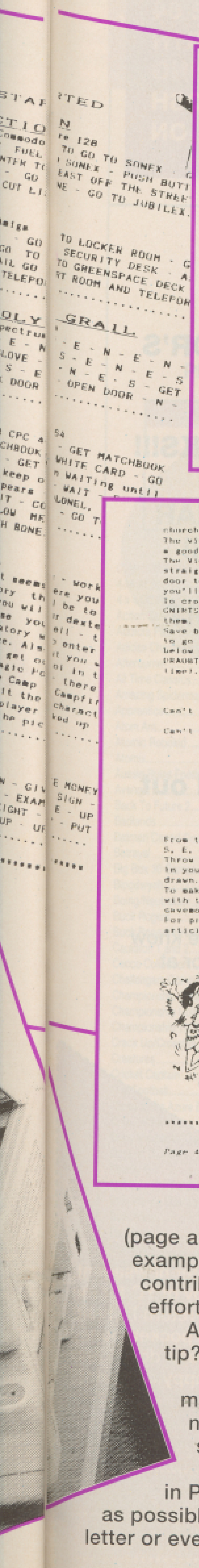
A general tip to any budding editors out there is to thank the readers. A note of thanks for contributions will be much appreciated (you can include it with the next month's issue to save postage). It's not always possible. A not every time someone sends in a couple of lines of text might be taking things a bit far but reasonable contributions

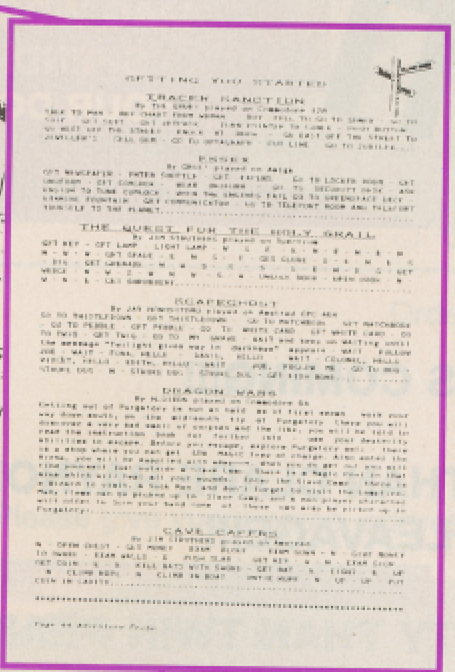


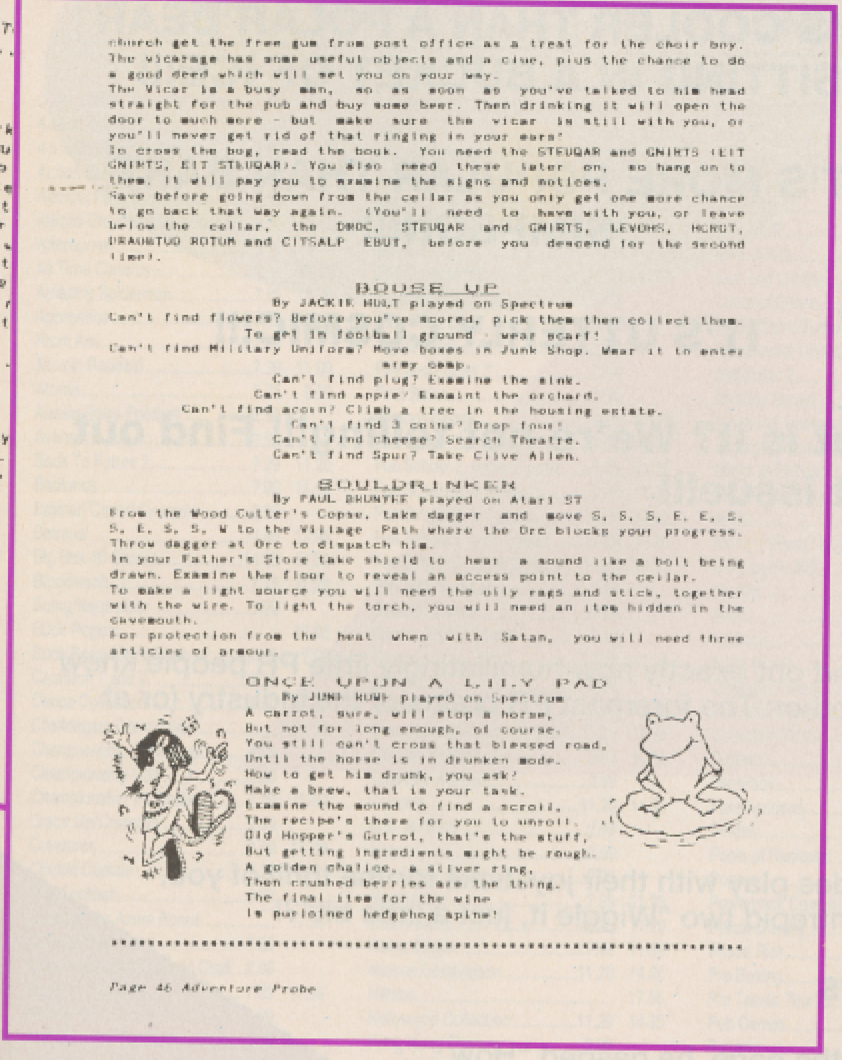

GETTING YOU STA
TRACER SANCTI
By THE GRUE! played on Commod
ESSEX
By GRUE! played on Amiga
THE QUEST FOR THE HOLY
By JIM STRUTHERS played on Spectru
SCAPEGHOST
By JAY HONOSUTOMO played on Amstrad CPC
DRAGON WARS
By H.DIXON played on Commodore 64
CAVE CAPERS
By JIM STRUTHERS played on Amstrad











church get the free gum from post office as a treat for the choir boy. The vicarage has some useful objects and a clue, plus the chance to do a good deed which will set you on your way.
The Vicar is a busy man, so as soon as you've talked to him head straight for the pub and buy some beer. Then drinking it will open the door to much more - but make sure the vicar is still with you, or you'll never get rid of that ringing in your ears!
To cross the bog, read the book. You need the STEUQAR and GNIRTS (EIT GNIRTS, EIT STEUQAR). You also need these later on, so hang on to them. It will pay you to examine the signs and notices.
Save before going down from the cellar as you only get one more chance to go back that way again. (You'll need to have with you, or leave below the cellar, the DROC, STEUQAR and GNIRTS, LEVOHS, HCROT, DRAHBTUO ROTUM and CITSALP EBUT, before you descend for the second time).

BOUSE UP
By JACKIE HULT played on Spectrum
Can't find flowers? Before you've scored, pick them then collect them.
To get in football ground - wear scarf!
Can't find Military Uniform? Move boxes in Junk Shop. Wear it to enter army camp.
Can't find plug? Examine the sink.
Can't find apple? Examint the orchard.
Can't find acorn? Climb a tree in the housing estate.
Can't find 3 coins? Drop four!
Can't find cheese? Search Theatre.
Can't find Spur? Take Clive Allen.

SOULDRINKER
By PAUL BRUNYEE played on Atari ST
From the Wood Cutter's Copse, take dagger and move S, S, S, E, E, S, S, E, S, S, W to the Village Path where the Orc blocks your progress. Throw dagger at Orc to dispatch him.
In your Father's Store take shield to hear a sound like a bolt being drawn. Examine the floor to reveal an access point to the cellar.
To make a light source you will need the oily rags and stick, together with the wire. To light the torch, you will need an item hidden in the cavemouth.
For protection from the heat when with Satan, you will need three articles of armour.

ONCE UPON A LILY PAD
By JUNE ROWE played on Spectrum
A carrot, sure, will stop a horse,
But not for long enough, of course.
You still can't cross that blessed road,
Until the horse is in drunken mode.
How to get him drunk, you ask?
Make a brew, that is your task.
Examine the mound to find a scroll,
The recipe's there for you to unroll.
Old Hopper's Gutrot, that's the stuff,
But getting ingredients might be rough.
A golden chalice, a silver ring,
Then crushed berries are the thing.
The final item for the wine
Is purloined hedgehog spine!

****

Page 46 Adventure Probe

(page articles, for example) will take a contributor time and effort.

Another good tip?,

"I always make sure that new subscribers get mentioned in Probe as soon as possible. If you get a letter or even a hint - put it in the mag. They will love to see that their contribution is welcome."

But what do you fill you fanzine with? As the editor, you will find that you will be doing all of the work for a while until the readers feel as though they want to make an effort.

Interviews are always a good thing. Besides the initial questions, they do not require too much thought. After all, you can print the type of interview that recalls a large portion of the interviewees words. Hence, you will find yourself blindly copying what someone has said for the majority of the time. Saving time otherwise required for quiet contemplation. Whatever, you do, make sure you have a steady reserve stock. Even if you have contributing writers. You will, undoubtedly, have dry months, with no - or very little - contributions. However, when you do receive contributions let your contributors know exactly how much you appreciate it with a short note of thanks. Even if the contribution is drivel - never put anyone off. As Mandy says,

"What are editors for? You can take a very badly spelt letter, or the grammar can be absolutely dreadful and correct it. I do get the odd like that one from the very, very young. They've got something to say and they might not know how to say it. You know what they mean and you can write it in your own words."

One of the principle pieces of advice from Mandy, though, was that any editor of a fanzine must be,

"...dedicated and must be able to meet deadlines. Sometimes it can be very difficult. But you can't play games. A lot of young people come along and decide to set up a user group or club or something and they play at it. They get a couple of issues done, they don't work at it and the whole thing falls by the wayside. People have to know that you're reliable. You have to release an issue, without fail, every single month. Other wise they will be less likely to send you yearly subscriptions (or re- new them) if it's unreliable."

So dedication is the word, chaps. Ask Roy Castle.

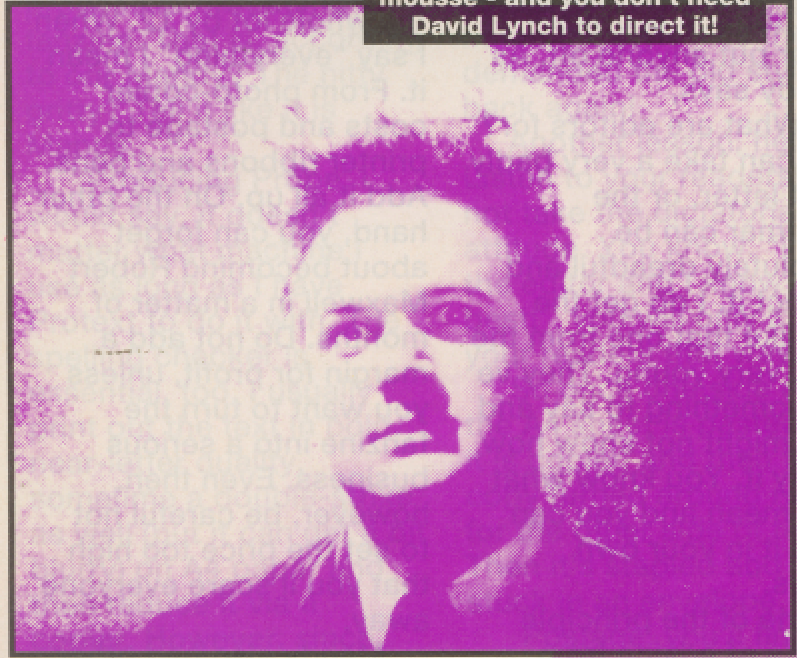
One of the biggest problems with a fanzine production is the price. It is not worth running at a loss for the sake of an attractive price. Don't forget there is such a thing as "perceived value". That is, if you sell a fanzine for ten pence some people might say, "Ugh, can't be much good at that price". Also, you will not enjoy dipping into your own pocket. So count up everything that contributes to the cost of the magazine - for a whole year. Then divide the whole lot by 12. When I say "everything" I mean it. From photo-copier costs and postage to printer ribbons and pens. Add it all up. On the other hand, you can forget about becoming Robert Maxwell in a matter of months. Do not add a margin for profit, unless you want to turn the fanzine into a serious business. Even then, however, be careful not to set the price too high that you'll scare everyone away.

Mandy also had other tips such as shopping around for supplies. Colleges buy their paper by the palette, for example. Making it very cheap. If you asked nicely, maybe you could be some off them. It may work out vastly cheaper than your local stationers. Other supplies may be bought in this way. Luck plays a part in finding a good bargain, though.

Finally, if you want to find out just why Mandy Rodrigues' Adventure Probe fanzine, the mag for all people interested in computer-based adventures of all kinds, is so successful then why not buy a sample copy to see how it's done? Just £1.50 from *Mandy Rodrigues, Adventure Probe, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2YP* (£2.50 outside the UK).

NEXT MONTH

IN THE ONLY COMMIE 64 MAG WORTH SPENDING YOUR DOSH ON



YC - Cheaper than styling mousse - and you don't need David Lynch to direct it!

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IT'S UTTERLY COSMIC!!!

What is it? We're not telling!!! Find out next issue!!!

And some of the rest of it might be like this:

COMPUTER INDUSTRY BOFFO 1991

In the first heat of YC's ship-riveting no-celebrity quiz, we find out exactly how humiliatingly little PR people know about the industry in which they toil. Ranged against each other: The foremost PR brains of the industry (or at least those who'd got back from lunch when we called).

JOYSTICK ROUND-UP

(Whipcrack!) "Rawhide"! It's the last round-up as Rik and Ades play with their joysticks for the thrill of you, the reader. Can the games-playing hardware take it as the intrepid two "Wiggle it, just a little bit"?!

YET AGAIN: LOTS OF FABBO, SKILLO, GAMES REVIEWS

"...As Rick stared at the full colour reviews that glared from the page, he gasped "How can we possibly fit so many stonking games into one humble magazine?" But he came through, weathered the storm and..." Well, you'll just have to read the next issue.

YC April '91 - More invigorating than an acid bath without those messy bathroom stains.

OUT MARCH 22 1991

(Natch, we reserve our right to upgrade/downgrade/Michael Grade the mag's contents whenever we damn well please, should we feel like it because we're that sort of people - well that's what our Psychiatrist says.)

Please mister newsagent, reserve a copy of YC for me every month. In return I'll hand over my rather crucial pocket money although it pains me to do so, and I wouldn't do it for any old crappy magazine.

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MISADVENTU



Last month I began a new, occasional, series looking back at those adventures that you may have missed, especially if you are new to the world of adventures. A service that, I hope, will provide you with a ready supply of adventures now that the shops have reduced or eliminated adventure stock altogether.

This month as promised, I will begin a similar series devoted to RPGs. The first subject to come under the microscope (the YC model with the jam on the lens) is the Bard's Tale series from Interplay.

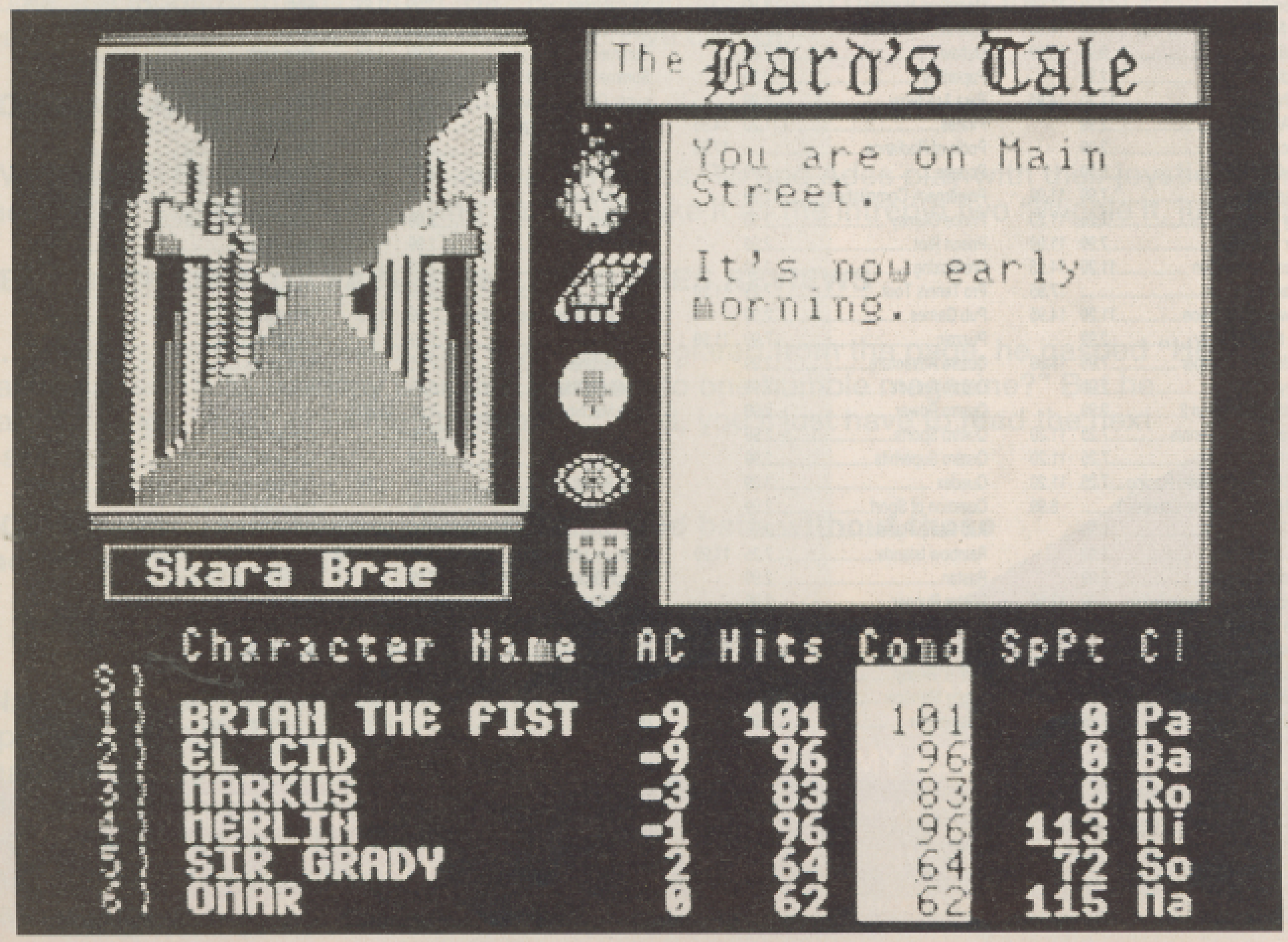
BARD'S TALE Electronic Arts

Bard's Tale is, unashamedly, hack'n slash. There is none of your in-depth interaction here, madam. Granted, you'll have to solve a number of puzzles but most of them are based on the password theme. However, as long as you approach the series in the way that it was designed, a slash'n bash, you will have a ripping time. You'll have to mop up your C64 after every session, mind you, the blood tends to get into all of those little crevices.

When God invented 'orrible slimey caves, he/she reckoned that they needed some kind of dweller most suited to the environment. Paul Rigby was the chosen one (probably).

In Bard's Tale 1 the evil wizard is Mangor whose ichor- stained claws have ensnared the once fair town of Skara Brae. To exterminate this vermin your dirty half-dozen warriors and mages have to plod every square inch of the town and its sixteen 22 x 22 mazes. Character classes also include monks, bards, rogues and paladins. You can "roll your own" or bring in seasoned dragon slayers from any of the Wizardrys or Ultimas. The bard is the interesting character in the game. This cheeky chappy plays a variety of Jason Donovan songs that invokes different magical spells. Frequent mugs of ale are required to keep his throat in good working order, though, otherwise it'll dry up and he won't be able to play (well, that's his excuse).

With a "through-the-eyes", first-person perspective window of the game-world to the left, a horizontal box holding text (character stats, etc) below and another box containing scrolling messages to the left the whole screen design looks very polished and clean. Cursor keys or the joystick or even the i,j,k,l keys will suffice for movement or kicking down doors. Menus trigger other activities. These include shopping at Garth's, checking to see if anyone has been promoted a level at the review board, healing at the many temples scattered around the town and having spell points recharged at Roscoe's. In battle you only have to type in easily remembered 4-letter codes rather than a spell's entire name.



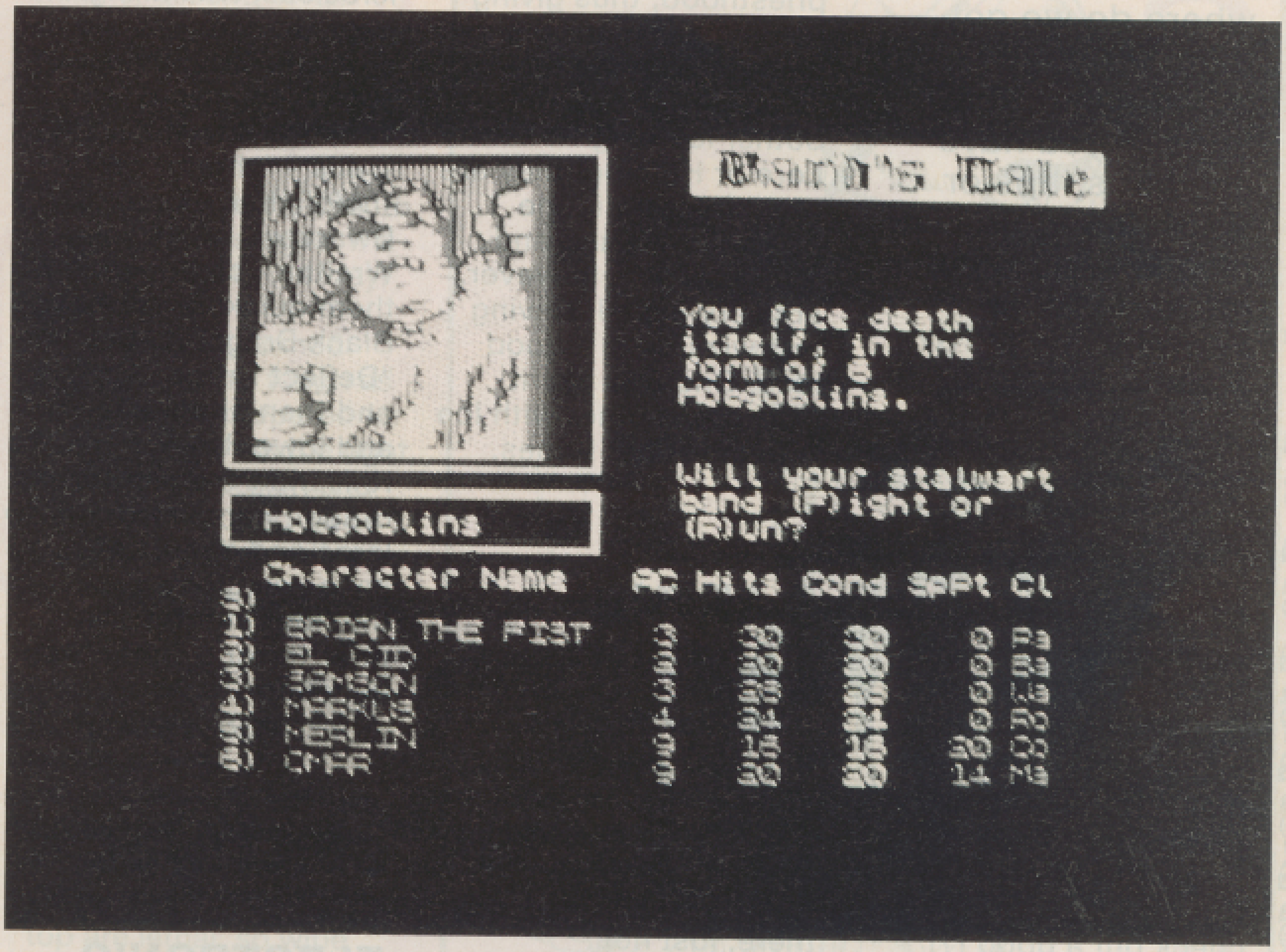
One monster from the first rank of attackers



appears in the picture window during the fray, minimally animated with groping claws, blinking eyes, dragons spraying fireballs across the screen and so on. After a victorious battle you may be awarded experience points outright. In the mazes, however, you've usually got to cope with unlocked chests that are often booby-trapped. The mazes aren't stacked on top of each other as in some games but scattered all over the town. One is six or seven levels deep while another takes the form of a castle.

Bard's Tale 1 will take you a long time to complete and will, due to its tricky mazes, turn many players into throbbing, rather moist, jellies.

Bard's Tale 2 built on the success of the original. With more mazes (25), more cities (six), more monsters (over 100 kinds), a huge wilderness, a bank and a casino where you play blackjack BT2 succeeded in increasing the number of mental breakdowns recorded in the UK during the year of its release, 1987. For the mages there were 79 new spells and a new magic class. Also a Sage makes an appearance, you can ask him questions. Monsters may be summoned and made permanent members of the party.



The plot revolves around the Destiny Wand which held the peace in the Realm for centuries. Lagoth Zanta, an evil Archmage, stole the Wand and smashed it into seven pieces, then scattered them to different locations. As a result, mercenaries from the neighbouring kingdom of Lestradae are running in muck, sorry, I mean running amok. So find the Wand after bashing Zanta and then re-unify the Realm. The beginning of the game is easier than the original but, in the long-run, becomes harder! Especially with the introduction of ranged combat (you can use spears and bows). which applies to spells as well as weapons. Puzzles are also harder (some have time limits). Graphics are about the same in quality.

The final (for now) installment, sub-titled the "Thief of Fate" saw many improvements, including new character classes and spells, a wider variety of puzzle types and the ability to use objects in order to solve them, the option to save the game while in the dungeon and automapping. There are 84 different dungeon levels to explore but they vary widely in size - right down to 5 * 5 squares in area. Thirteen character classes are available, including seven kinds of spellcasters. The plot for BT3 was the return, from the original, of the mad god Tarjan (although Tarjan is actually not a god in the original at all. Confused? Interplay were!). Tarjan has demolished Skara Brae so you must seek and destroy the bounder.

All in all, the Bard's Tale series was an excellent system that still entertains many a RPG fan. The UK distributors, Electronic Arts, tell me that only the disk versions of Bard's Tale 2 and 3 are still available from them. However, if you shop around you should still be able to find Bard's Tale 1. If you missed this series I highly recommend them. In fact, the Bard's Tale series were largely responsible for sparking the high interest in RPGs within the UK as a whole. If you can't find Bard's Tale 2 and 3 in the shops write to Electronic Arts at the following address (ask them about the Bard's Tale hint books, too): *Electronic Arts, Customer Service, Langley Business Centre, 11-49 Station Road, Langley, Nr Slough, Berkshire, SL3 8YN.*

WINKS 'N NUDGES

Yet another series starts this issue - where do we get them from, eh? Lot's of hints and tips, 'n fings. If you have any hints, tips or solutions to pass on please send them to me and I'll print them forthwith, or even sooner.

PLUNDERED HEARTS - *INFOCOM*

Daddy's been kidnapped! No! Yes, really! But don't forget to go the Ball before you troop off to find him. Once you've done that check out a good (?) Barbara Cartland in the library. You know - where they always keep the hidden doors, secret passages and the like. Handle things freely and try to overcome your strict upbringing and you should uncover the passage.

DEMON'S WINTER - *SSI*

A bit of advice when you're creating your party. Create a Paladin and buy him a priesthood, thus giving you two skills for the price of one and feeing a character slot. Don't bother learning Potion Lore or Hunting, they are of no real use in the game. View Land and Weapon Lore, however, are very useful. Having two wizards is a good idea. One with Spirit Runes, the other with Ice Prunes, sorry, Runes.

BARD'S TALE III - *INTERPLAY*

Sore feet from trekking around Tenebrosia? Can't find a Shadow Door to go with a Shadow Lock? It is there, just not immediately evident. Those of you who have gone on the coach excursion to Malefia don't forget to take all of those special goodies with you - you'll need them.

HEROES OF THE LANCE - *SSI*

Keep the mage and Goldmoon in the front line, so that they can do their stuff. A few tips on how to attack the following fearsome, frightening, ferocious, erm...things. Baaz Draconians - no problem; Giant Spiders - swing your sword downward to them; Trolls - "charm" or "hold" then hit him; Gully Dwarves - easy meat; Wraiths - charm and hit them quickly; Hatchling Black Dragons - use the "Deflect Dragon Breath" and then hit their legs and lower body; Khisanth, the mother dragon herself, who is so large and deadly she'll have you gibbering on the floor in total and utter terror - erm, next question. . .

SENTINEL WORLDS 1 - *ELECTRONIC ARTS*

Mining is not worth the effort. Chugging around in your ATV to pick up three types of ore takes valuable time and effort. Silly really as it brings little dosh for your labour. When boarding ships don't forget to use projectile weapons and then raid the armory which is always in the same place. Grab the haul (especially the tessalator) and then sell the lot. Incidently, the strange items such as arisian lense and holophones may be pretty but they're pretty useless too. Sell them.

BARD'S TALE III - *INTERPLAY*

If you're having trouble obtaining a rainbow rose in Lucencia have you seen anything else which may have been rainbow coloured? Zer is a connection. For those of you having problems handing out flowers, the bard's song at the hall be help.

WASTELAND - *INTERPLAY*

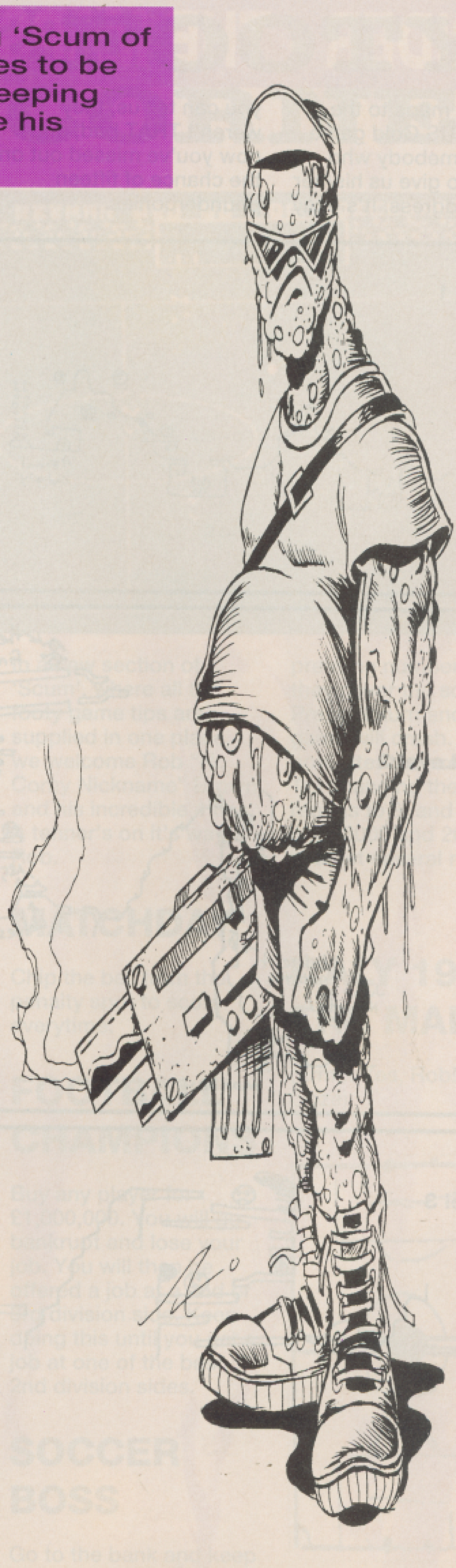
The 'copter is only a one-off ride, you'll need high agility to fly it too. Then again, as you can walk anywhere you wish is it really necessary? Sorry, but you won't be able to enter Darwin Base until you've visited Sleeper Base, which mean you'll have to travel the sewers.

ULTIMA V - *ORIGIN*

Food is a big problem at the start of the game, mainly because stealing is a no-no. The only thing for it is to keep your party small, initially, and sell non-essential items. You could hang around bridges and take a stroll at night to find a few monsters to kill. Have your most intelligent character do the buying and selling. If there are any beginners out there who still can't find the dungeons, look in the mountains for little piles of boulders.

OOZIN' EUGENE'S SCUM OF THE EARTH

Most people don't realise what being 'Scum of the Earth' entails. Oozin' Eugene tries to be popular but everybody ignores his weeping sores, and nobody'll help him change his dressings.



Hardly any tips this ish for the more recent games, but I'm waiting for you lot!!! Don't forget, we're paying real dosh - not monopoly money - for original cheats, but if we've seen them elsewhere before you'll find they go straight to the bottom of the bin.

OPERATION THUNDERBOLT

A flash from the past here (but we've had loads of letters about it recently), and Richard Oakley offers a full guide of how to play it - and wins a crispy tenner for the trouble.

Level 1

Keep your aim in the middle of the screen and then move left and right to kill the soldiers. It is advisable to hold down the fire button, if you're a beginner, for more accurate shooting.

Kill the helicopters with a rocket. You should complete this level without losing a life.

Level 2

Remember, the enemy's bullets cannot harm you if they're on the opposite side of the screen, so don't panic. Concentrate your fire on the far edge of your own side.

Level 3

This level is almost impossible without using the continue options. Tanks are lethal because there are so many of them. If things get crowded, use a rocket. You only need one bullet to destroy a mine or ground-to-air missile.

Level 4

Accurate aiming is vital to rescue the hostages. If a hostage gets in the way, shoot him.

The heavily armed officer is not as tough as he looks. Be prepared for him coming from the right, hold the fire button and follow him around 'til he dies. Also, try shooting him in the head.

Level 5

Same rules apply as for level 3.

Level 6

The men hanging from the top are lethal, so wipe them out first. Don't be afraid to use your rockets and when the end-of-level officer appears, shoot him in the head.

Level 7

Same as level 3.

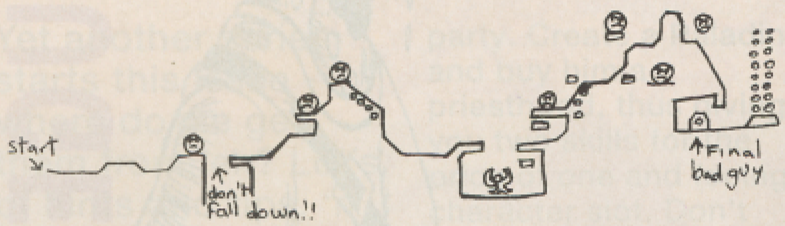
Level 8

This one is a test of your reflexes, as the opponents come rushing towards you. In the final shoot out, stay to the left of the hostage, hold down the fire button and blow the man's head off.

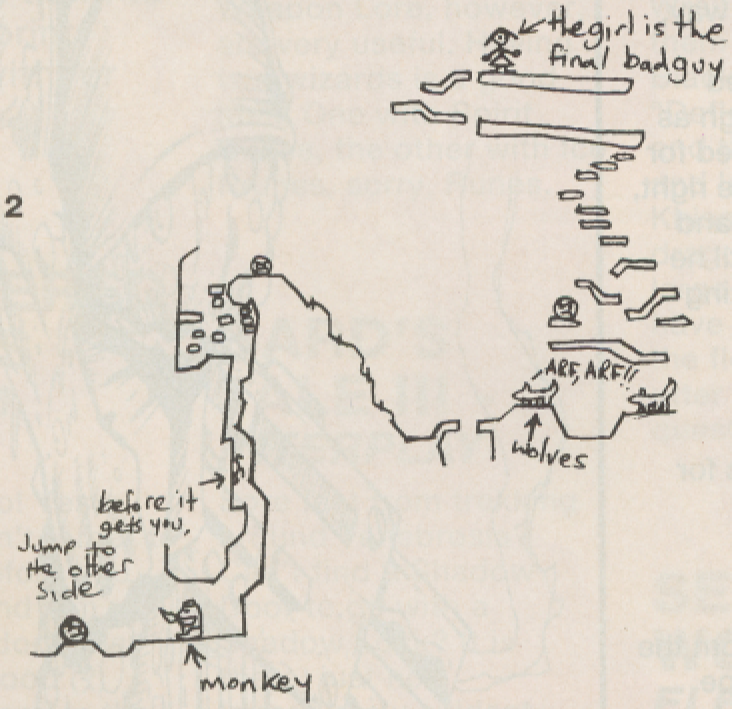
STRIDER - THE MAPS

Here's the maps to the yonks old US Gold game care of somebody who declined to give us his/her name or address. It's okay you can tell us, they weren't THAT bad, and now you've missed out on the chance of fifteen pounderoonies.

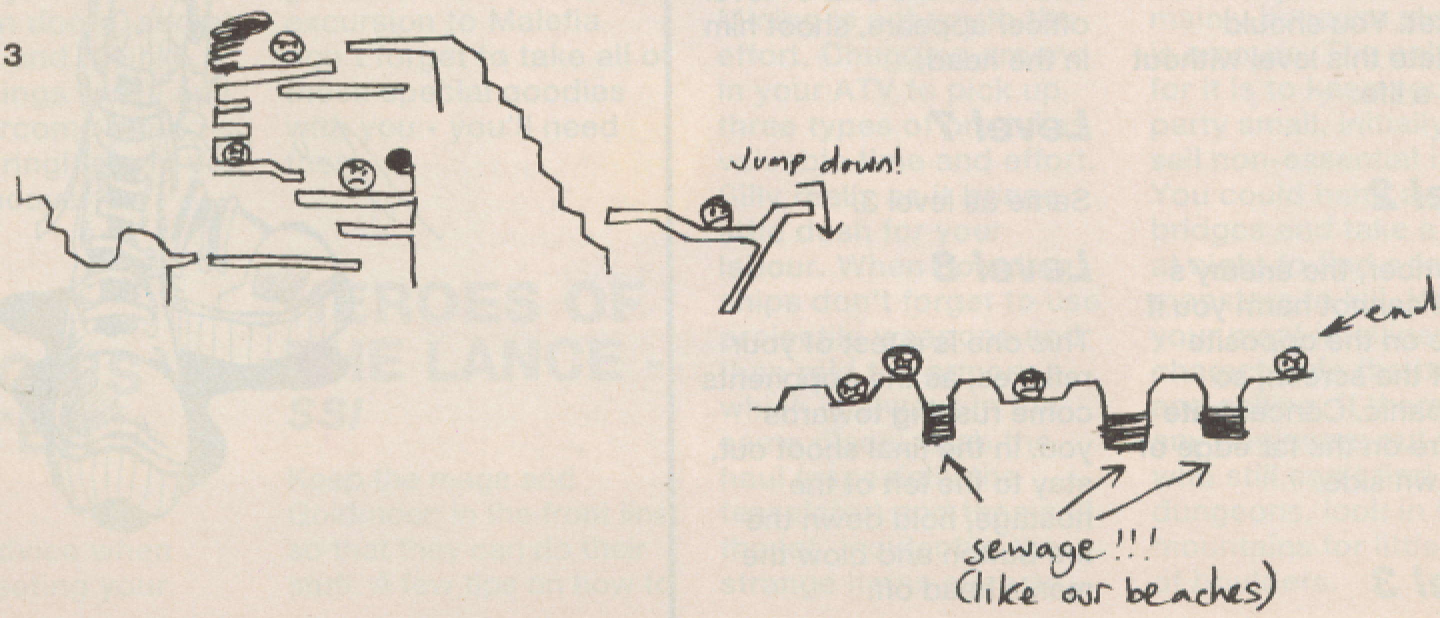
Level 1



Level 2



Level 3



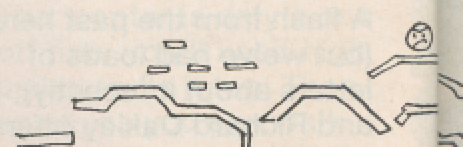
MIDNIGHT RESISTANCE

Neil Boocock (Ooer!!!) supplies all those frustrated Resisters, who couldn't get last months tips to work, with a sure fire to improve your Midnight moral. And we supply him with five quid.

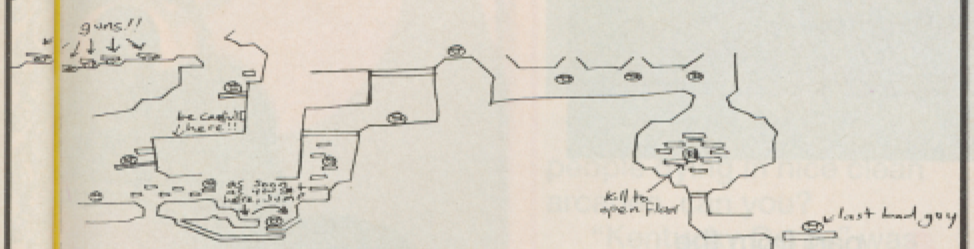


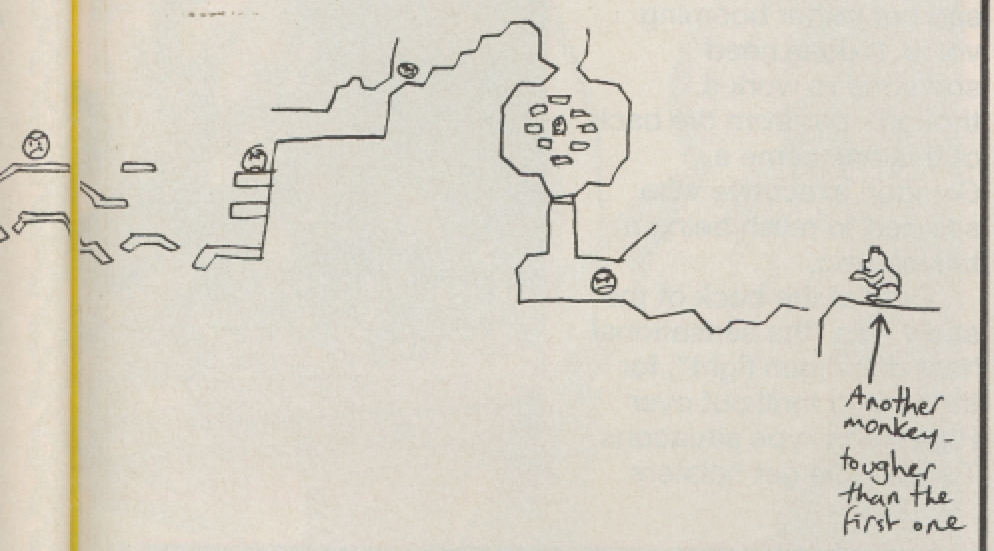
When you die and it tells you to rewind the tape, press play and let it carry on. You should now be on the second level. You can do that on every level.

Level 5



Level 4





That's your lot!!! Next issue we'll see the return of Winger's Corner, the High Scores, and a few new tasty lumpkins.

If you've got a bundle of ORIGINAL hints, tips and maps, and you feel so inclined as to pop them in the post in order to receive a huge (well, almost) amount of dosh, send 'em to:
OOZIN' EUGENE'S SCUM OF THE EARTH, YC, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.

You can expect to wait up to 60 days after publictation for the cash, though!!!

FOOTY CORNER



In a new section of 'Scum', where all the footy game tips are supplied in one place, we welcome Rob "No Corny Nickname" Brown, and his incredible 4 tips. A tenner's on it's way Rob.

MATCHDAY

Chip the ball from the penalty spot to score everytime.

FOOTBALL CHAMPIONS

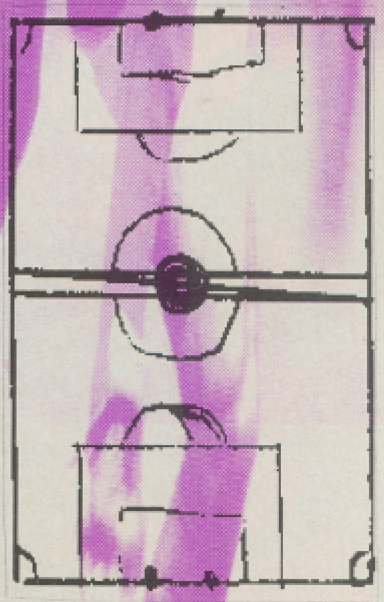
Buy any player for £1,000,000. You will go bankrupt and lose your job. You will then be offered a job at a 2nd or 3rd division side. Keep doing this until you get a job at one of the best 2nd division sides.

SOCCER BOSS

Go to the bank and keep pressing numbers until they cover the screen. Press Return and the game will crash. You can now alter the program. Try changing the players' ratings to 9, and change lines 2000 and 2010 so you get several million.

ITALY 1990 - THE MAP

(Erm... Yes, Rob!!! - Ooze)



Neon Zone SPECIAL JOBBY - VER ARCADE SHOW THINGYBOB

Clutching his YC cardboard camera, Jeffrey Davy hit the ATEI and discovered truckloads of arcade games on free play. Yowser!

Neon junkies and serious business types in John Major-style grey suits mixed freely at last month's Arcade Trades Exhibition International, or ATEI to its friends. Many of the new games for 1991 were displayed by proud manufacturers in said suits who strolled up and down, holding meetings with other people in suits while the serious business of playing the things was left to professionals like myself and any other degenerates that had been let in.

Apart from the arcade games (reviews of which follow), there were some other, slightly odd, arcade attractions to be spotted. Talking frogs are, you have to admit, not the kind of thing you expect to see as you pop down t'arcade. Yet a company called Glasdon have made one; it rolls its eyes, puffs its cheeks and, er, speaks in a sad but rather booming voice. It does need someone to work it, though - out from the back of this one came a Glasdon executive who seemed to relish being a talking frog.

Over at the back of the show was "the sensational 'fast draw' gun fight", for those who thrill out over High Noon-type situations. Two people get holsters





Neon Zone SPECIAL JOBBY - VER ARCADE SHOW THINGYBOB





strapped to their sides and are asked to draw their guns when a green light comes on. A computerised scoreboard announces the draw times and who managed them. No, no blood but you can't have people dying in nice clean arcades, can you?

"Kentucky Derby" was a load of balls... which had to be thrown into different-value holes as often as possible to move one of twelve racing camels. Fast and furious, the race is won by the seated ball-thrower who manages the quickest and highest ball score.

And weighing machines? Get outta here...!

MEANWHILE, OVER ON THE SCREENS...

RAMPARTS

Possibly the most immediately challenging and fun game of the whole event, this new Atari offering appears to have crossed Tetris with Missile Command and infused shrewd strategy and massive killer addictiveness to make something of an unexpected stonker.

Up to three players go through three short stages. Stage one is the building of fortified walls around little castles with randomly-arriving Tetris-style blocks. A castle has to be completely surrounded by walls or the player loses a life and, later on, any cannons they have managed to acquire.

Stage two sees each player positioning cannons within their fort walls and Stage Three sees the Missile Command-style section as players move their cannon sights (with a Trackerball) over enemy walls and blast them away. The demolition achieved depends on how many cannons players have - the more cannons a player has, the more damage they can wreak.

And so back to the rebuilding phase until a player can't rebuild any more. The time limit is

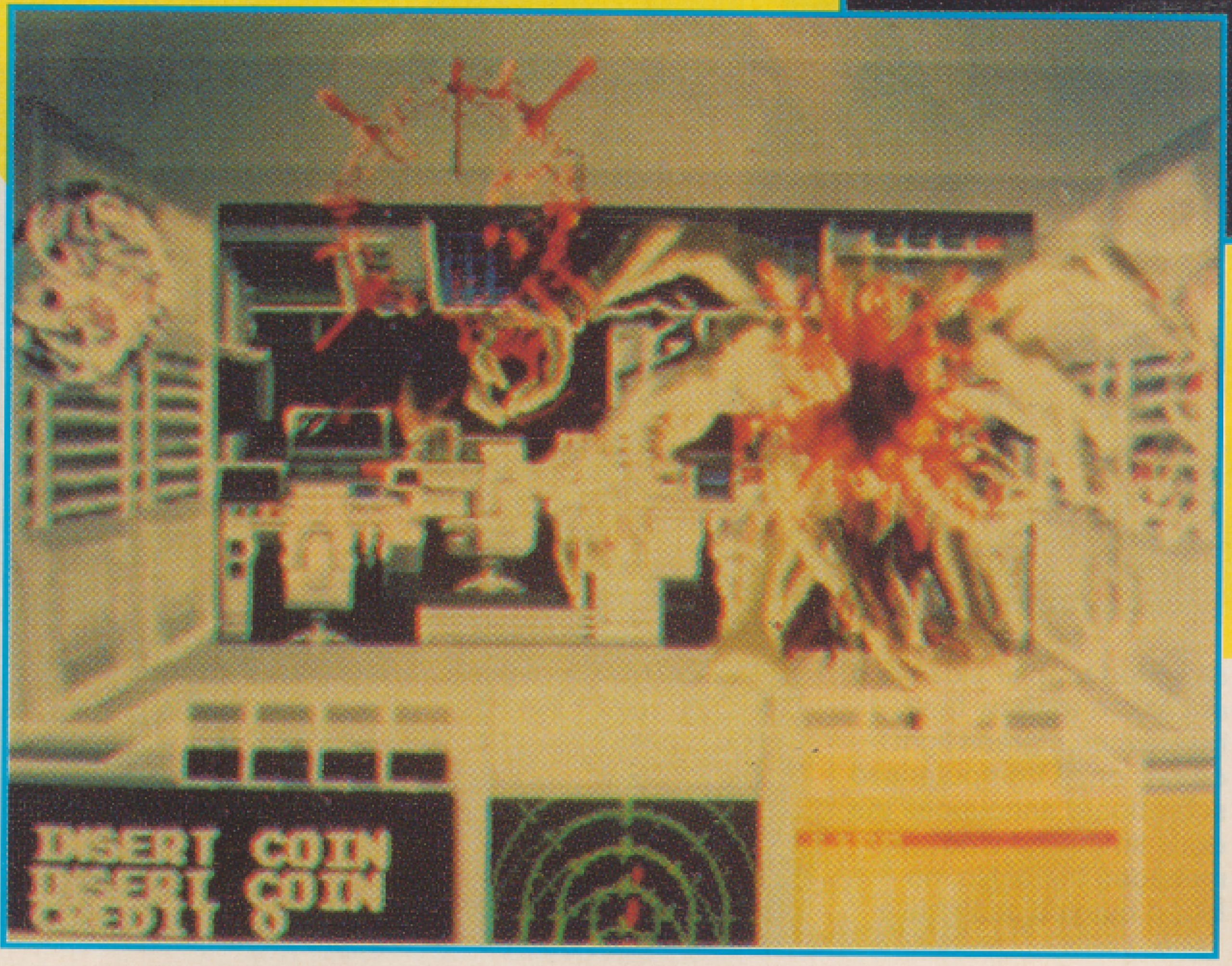


Neon Zone SPECIAL JOBBY - VER ARCADE SHOW THINGYBOB



competitively set and the game is just so damn addictive, I could hardly tear myself away.

SPACE GUN



Yes! It's this year's Beast Busters but... in space. As you progress around some sort of base, so many varieties of squiggly alien life rush toward you, just begging to be blown to their alien afterlives.

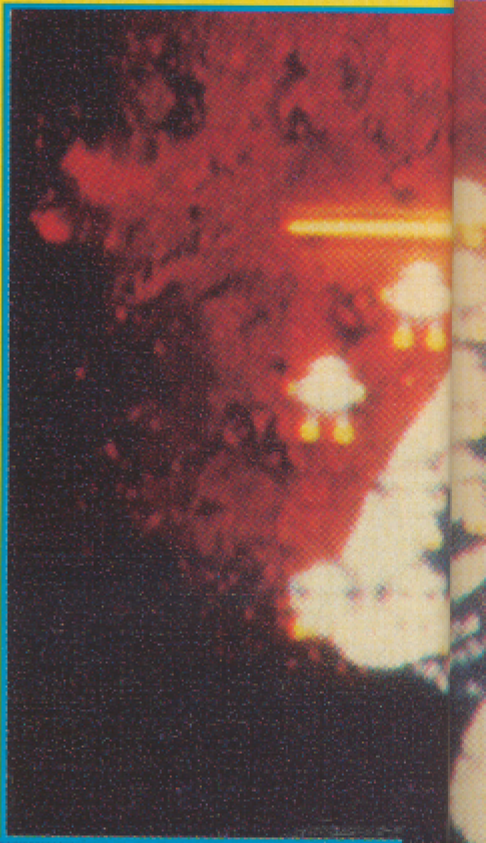
Life force is quite generous and the action fast and furious but, snore, another Operation Wolf-style game? Help!

SPACE INVADERS

I remember the heady days of 1979 (picture turns rippled and dreamy to the sound of a harp being strummed up and down) when there was a Space Invaders machine at the local swimming baths. It sat in the corner and made those strange 'phveed' shooting sounds and the 'thump-thump-thump' sound of those Invaders getting gradually closer to home, punctuated by the 'woo-ooo-ooo' sound of flying saucers.

And with 1991 comes the remix of the original. This time the display is enhanced by static backdrops and the aliens and gun have been slightly tweaked.

After a few levels on Earth, the action moves to space and the aliens



change shape and characteristics. They're also damn fast and damn mean. They truly whizz down the screen at the end of a wave.

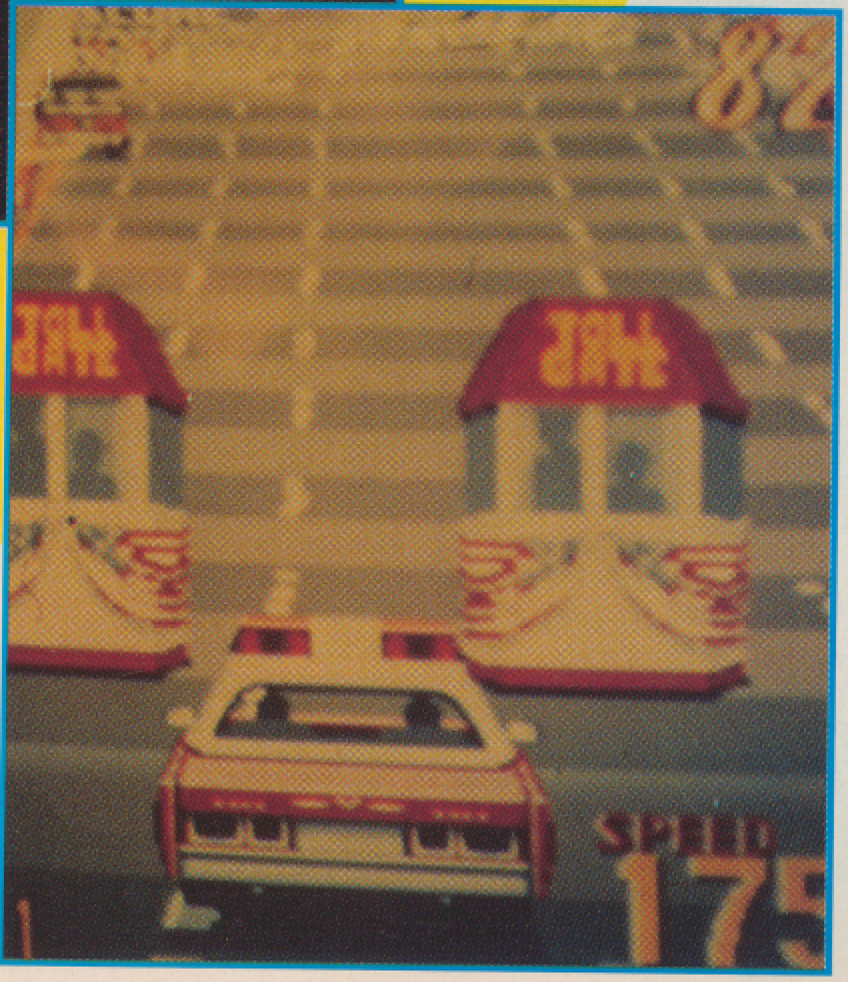
The best new section is the 'cattle stealing' section. Flying saucers swoop from the sky and attempt to carry away little cows from the bottom of the screen. Bizarre!



'CISCO HEAT

San Francisco seems a great place for a road race. And what if you didn't have to worry about getting a speeding ticket? What if you were in a Police car race. Yes, yes yes!
So you get to burn through the hilly environs of San Francisco. It's all fast-paced action due to the speed and the trams & cars that get in the way, no matter how much you honk your horn. You also have to turn the odd 90 degree corner which takes you onto a different stretch of road.

'Cisco Heat is not merely a novel twist to the road race game but a genuinely enjoyable and colourful game.



TROG

Finally (and, I'm afraid, without a picture) there was Trog, tucked away on one of the huge stands. The game idea was classic Pac-inspired stuff but with some enjoyable graphic twirls. You play one of four dinosaurs (three other people can play simultaneously) and you have to tromp around a screen-size maze landscape and collect a load of dinosaur eggs before racing to a suddenly-revealed home square.

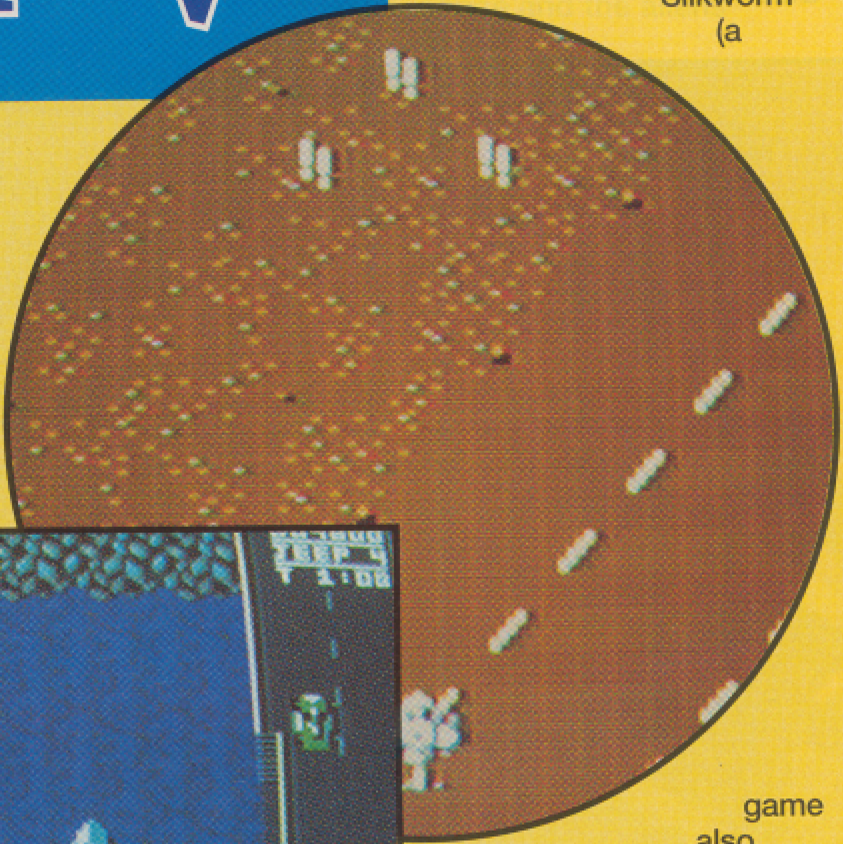
Little prehistoric guys with clubs - Trogs - try to stop you by chasing your poor dinosaur and attempting to batter him/her with clubs. You can get your own back by chomping pineapples which turn a humble Dino into a rampaging, Trog-munching, Tyrannosaurus Rex.

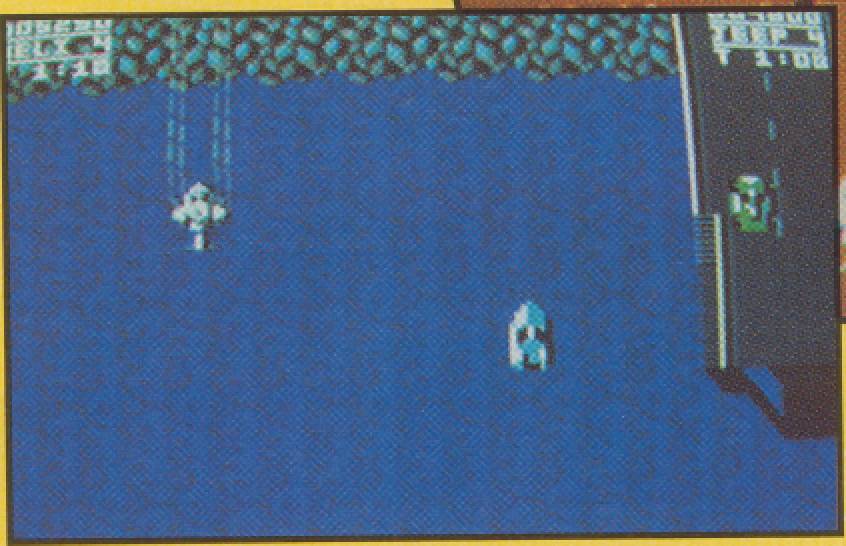
The graphics look as if they've been digitised from plasticine models and have that Morph (remember him?)-like quality to them. They're really sweet too. When a level has been completed, the dinosaur that got 'home' first gets zoomed to screen size and performs an animated dance or plays air-guitar.

Rock on... Chomp!

SWIV

One plays with his chopper, the other poots around on the bottom. SWIV is most definitely not Silkworm IV, and Rik Henderson is most definitely not the baby eating Bishop of Bath and Wells. But both have certain similarities with their counterparts.





I never really took any notice of the Falklands war, and when we won there was such a jubilant atmosphere in this country that nobody stopped to consider the cost of the victory in both human lives and sheer cash. And now that the Gulf war has been forced upon us like Christopher Timothy's arm up a surprised cow's bottom in 'All Creatures Great and Small', the money that has been spent up to now (exactly a week after 'Operation Desert Storm' had started at time of writing) is quite phenomenal.

For instance, it costs almost 1 million squideroonies for a cruise missile (and we were firing them off at about the rate of one every 30 minutes) and one plane could cost anything from 20 million quid. If we were to tot up how much money it would cost to buy the equipment that is used in SWIV, the total would be a sum of wonga that even the United States would find hard to find (although McDonalds probably makes that much in one day - and that's just the Chipping Ongar branch).

This is because there's more high-tech weaponry thrown at you in two seconds than in two world wars. And added to that the sheer number of bullets that you spit at the enemy in the course of the game would keep several ammunition suppliers in work for the rest of their lives.

But this is all paramount to the fact that SWIV is a darn good blaster, and needs a plethora of spikey things all raining down at you at ridiculous speeds to give the hardened gamesplayer a challenge in today's shoot-em-up. And SWIV is certainly today's smeg-em-and-let-em-be-grateful-for-it-em-up, and yesterday's and next week's, and probably even next century's.

Firstly, you could count the amount of decent vertically scrolling shooties on one stump, and even the mightily revered Xenon was a tad mediocre on the commie. With this track history of poor up-the-screen blasters how could Storm fail to better the best of the bin fodder. The funny thing is though that not only has the company bettered it, it's taken the whole game idea chucked it in the oven at gas mark five and baked it into something quite splendidly different.

The ideas aren't that new for the shooty genre, mainly because a lot of the gameplay is based upon the bestselling Silkworm (a game also programmed by The Sales Curve - for Virgin Mastertronic), and SWIV too features a duel player mode in the form of either being able to play a tank or a jeep. It is here that the unique part comes in.

To my knowledge, no other game uses the multi-plex method as concisely as SWIV. What this means is that the helicopter flies over all objects but is able to shoot everything, whereas the jeep cannot pass through buildings, walls, etc., and the airborne enemy sprites fly straight over it. Sometimes there are even obstacles that the jeep can go under, and some that it must jump over to continue. This allows for some very varied gameplay when there are two personages crammed around the screen,

although if only one player wants to have a crack they are forced to play the chopper.

The rest of the gameplay is pretty much standard. There are four levels in which you must fly up the screen and smeg the frag out of everything in your way. And at the end of each level is a giant guardian in the shape of progressively bigger army establishments.

Along the way you occasionally get to pick up a bubble which will encase you in a sort-of force field, allowing you to be indestructible for a few seconds, or alternatively you could shoot it a few times and it acts as a smart bomb, annihilating everything on screen.

Also there are giant robot helicopters that often appear, and they explode when you've pumped a fair amount of lead into their belly. As soon as they disappear they leave behind several weapon tokens that cycle through four different types of bonuses when you shoot them. It is through these that you obtain the most awesome kind of firepower that has ever been seen in a shooty (the five-way spreading shot), and if both players have the same power, the screen lights up in a blaze of mega-death.

In SWIV Storm has followed up the excellent St Dragon with an amazingly better game. The graphics, although as commie 64 as they come, move like they've got a SCUD missile up their butts, and at times there are so many sprites on screen at one time that only the fastest hand can get you out of it with your life intact. And it's speed that makes a good shoot-em-up into a great one. If you do decide to buy SWIV you'll pull out a few hairs in frustration when your chopper explodes in a ball of flame, but if you don't you'll end up bald when you realise what you're missing.

CREDIT CARD

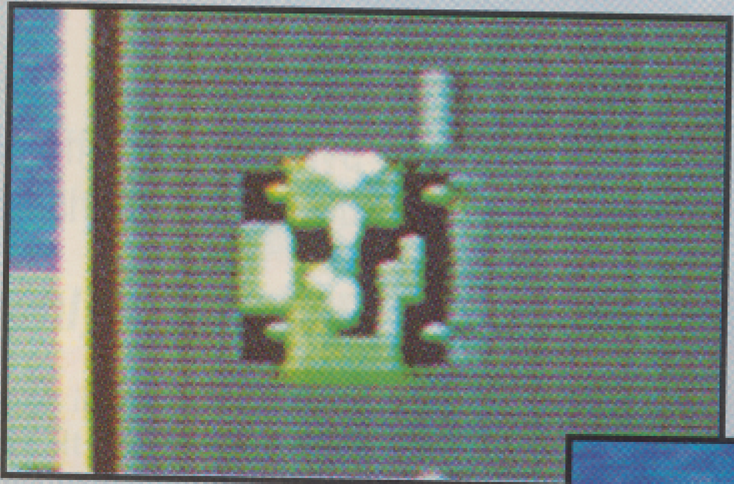
SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Lots of kerblams, krackabooms, and spangly tunes.	The variety of bad guys is mega and they move faster than a wino through a bowl of soup.	The gameplay hits you from the off, and there's very little strategy or groundplans to be made.	With four mega-gigantic levels, each with hard scumbags guarding them, you'll need a very durable joystick.

NAME: SWIV.
SUPPLIER: Storm.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Early March.

OVERALL 95%

This is probably the most perfect shoot-em-up you're likely to get on our humble commie, not much plot and tonnes of smegging.

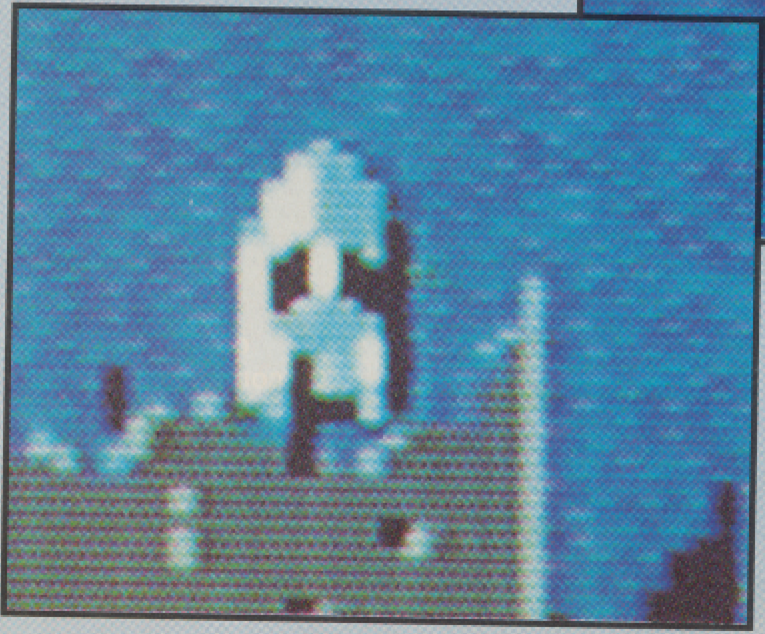
THE GOOD GUYS



The Jeep - A small bundle of metal fun that burns around on the ground blasting everything that moves (and some things that don't). It has a gun turret on it's back that can be locked in any direction that you like, allowing you to fire at those diagonally difficult nasties.



The Helicopter - This mean beauty can fly over just about everything, and it's military capability is second to none. When people say that they're afraid of your chopper this is what they're talking about.

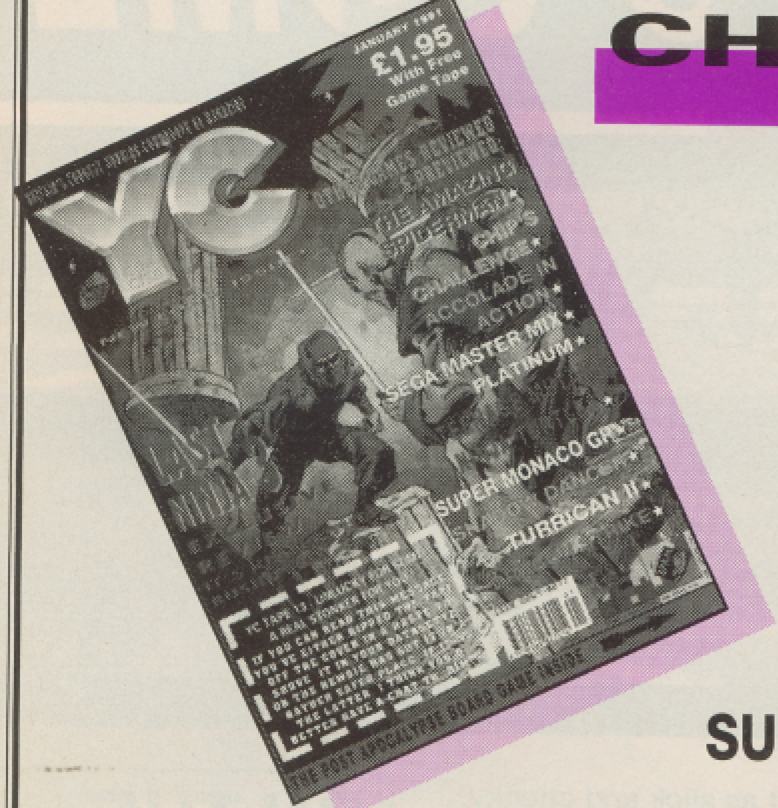


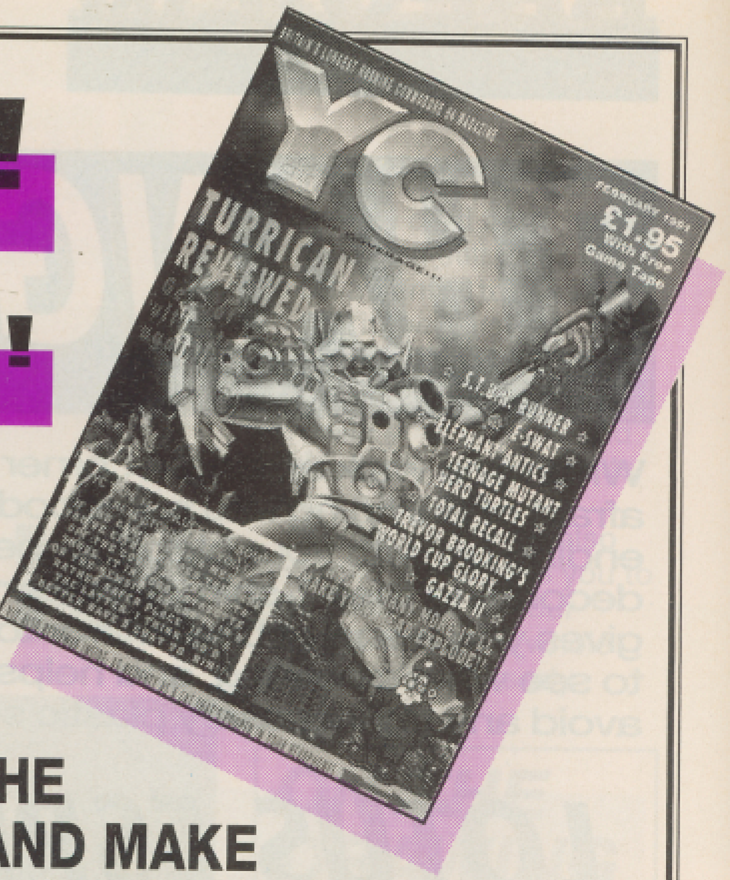
The Speedboat - When water comes along, the bloke in the jeep leaps out and into this moist death-dealer. It has essentially the same capabilities as the helicopter, as it is only able to fire to the front.


From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV,
the shoot 'em up of the nineties.
SALES CURVE
STORM
SWIV
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM
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communications equipment operational. System checks
complete, prepare for combat as a member of your nations
elite assault team - SWIV. Two different vehicles of devastating
destructive power, fighting together in one team
PRIMARY OBJECTIVE: Destroy enemy control centres
SECONDARY OBJECTIVE: Interdiction mission. The destruction by military force of all enemy units
SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.
"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90
Screenshots shown are from the Amiga version.

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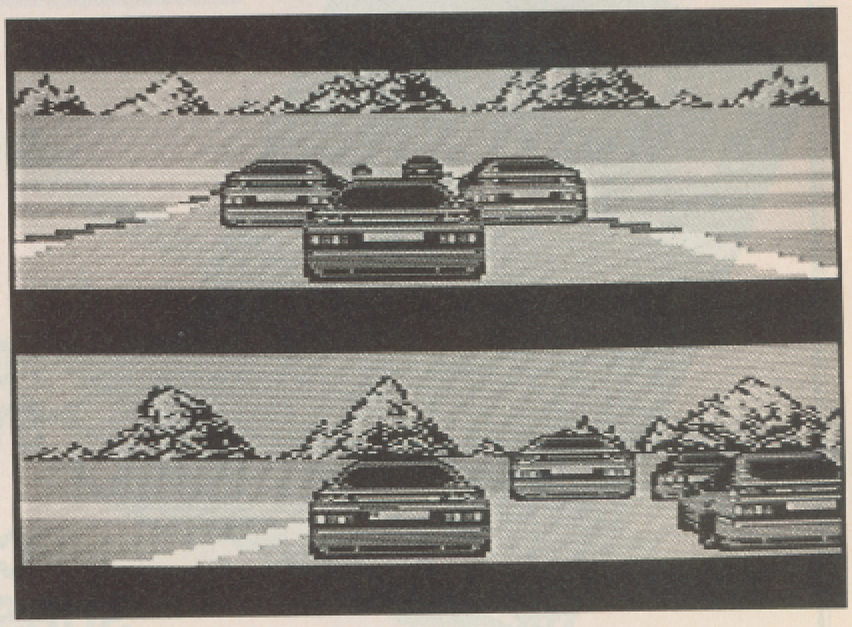
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THANGS TO COME

When you walk around a corner are you afraid of bumping into somebody and ending up with your blood, bone and skin decorating their T-shirt? Rik Henderson gives you a sort of bent mirror to be able to see what's coming, and helps you avoid any unnecessary plastic surgery.



LOTUS ESPRIT TURBO CHALLENGE

If you remember, this little beauty won Gremlin the In-Din award for the Licensed Property of the Year, and when something as prestigeous as an In-Din award is given to an original product, you can be guaranteed that floods of similarly named licenses are not only 'round the corner, but they're heading this way at breakneck speed. How long will it be, for instance, before 'Jaguar Team Racing' is released, or 'Triumph Two-Seater Simulator', although I think we can do without 'Reliant Robin - Death On Three Wheels'.

But let's enjoy Lotus Esprit Turbo Challenge whilst it's unique. Firstly it allows two drivers to compete against each other, at the same time. This is done using a rather splendid split-screen system where the viewing area is split into two halves with a player occupying each. Although this isn't THAT new, it is done in a pretty splendid way, and the action, speed and graphical qualities have not suffered one iota.

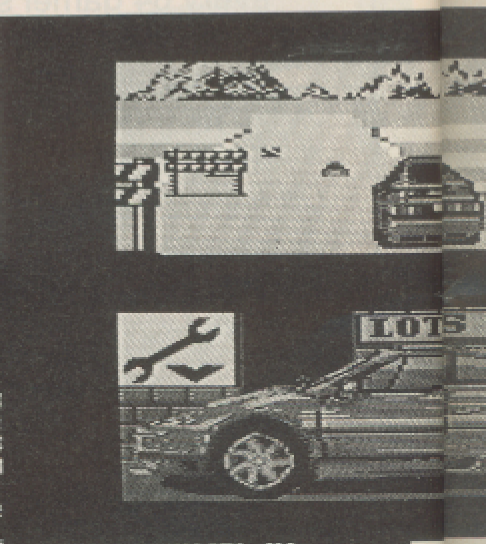
And instead of concentrating on the simulation aspects of sports car racing, this is an arcade-like jobbie that relies more upon giving you loads of levels of pure exhilarating fun than a dodgy gear-stick system and naff 'realistic' control.

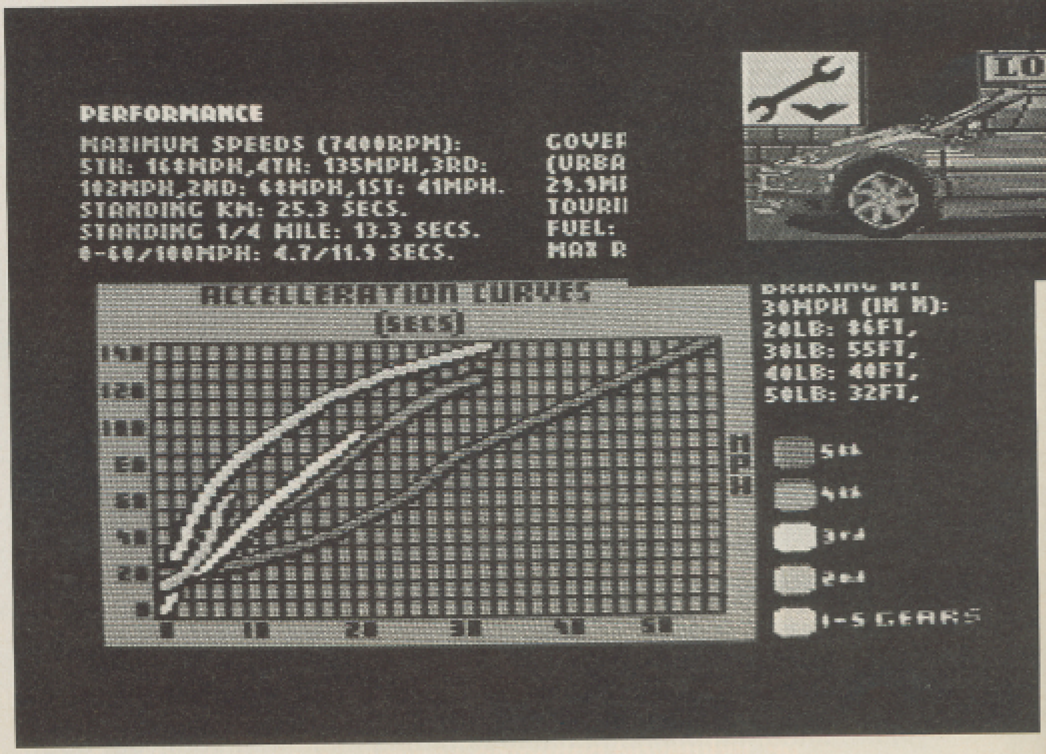
It's proved to be ever such a success on the Amiga, and the Commie version looks just as slick and chunky, and you can be sure that if it's any bit as good as it's 'big brother' version Gremlin will be looking at a large amount of certificates and accolades coming their way pretty shortly.

ON THE DRAWING BOARD

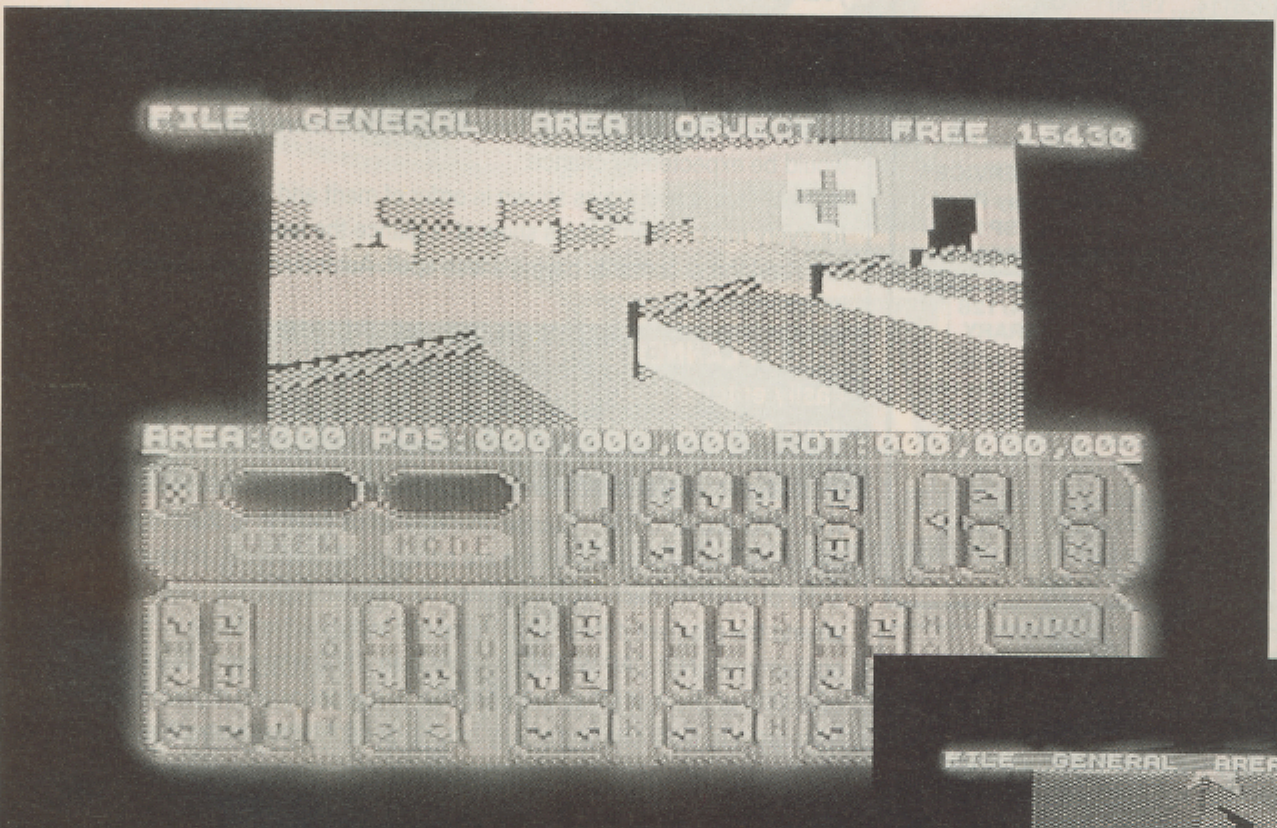
CREDIT CARD

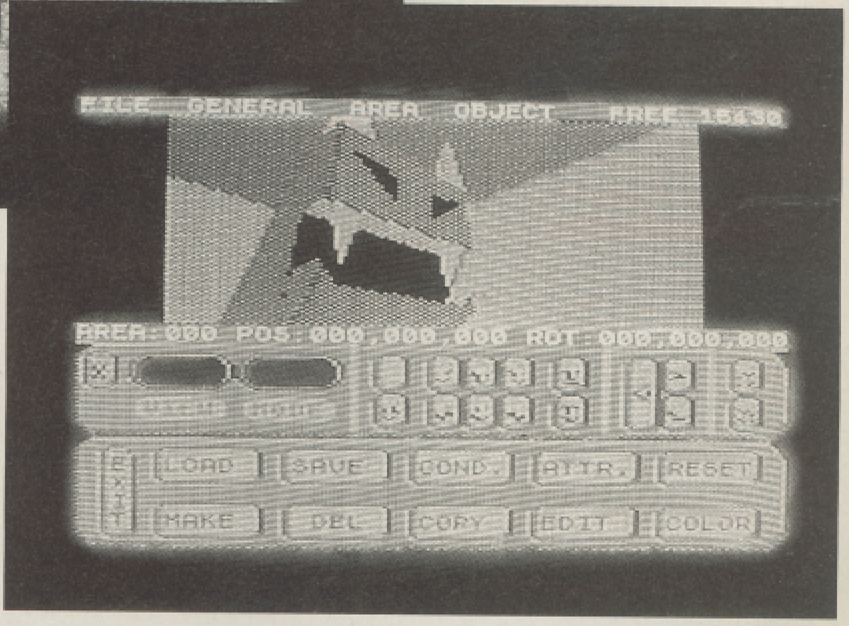
NAME: Lotus Esprit Turbo Challenge
SUPPLIER: Gremlin
PROGRAMMER(S): Gremlin
PRICE: To be announced
RELEASE DATE: Out soon

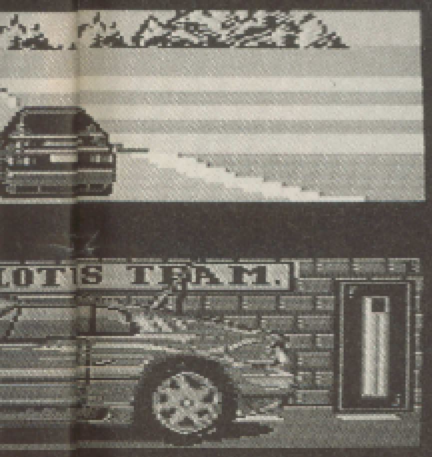




3-D construction kit







Have you always felt like building your own house but you really, honestly can't be done with all that cement? And have you felt like bottling down and getting on with that roof extension that you've always promised to do, but you're scared of accidentally hacking your own head off with a Black and Decker (try saying that five times in a row - fast) power saw? Well, you really need to go no further than your own keyboard with Incentive's (marketed by Domark) 3-D Construction Kit.

No longer will we have to put up with the limitations of SEUCK as the only kit worth designing our games on. Now we can put together complete games in the Castle Master, Driller and Total Eclipse mold, but with one major difference, nobody has to be a computer boffin to do so.

This new construction kit allows you to build 3D objects using a 'lego-brick' method of moulding a brick into the shape you want and placing on top of a previously shaped block. Do this enough times and you will either come out with the Eiffel Tower or something that the Tate Gallery would pay 400 thousand quid for.

And you still don't need to be a genius to be able to use it, because everything is done by icons. You can even animate your objects and build whole environments to base them in.

There is a library also included that allows you to add sound FX to your designs and even whole environments already available for you to just drop into your game. And I'd wager that in the very near future we'll have more than one original Freescape designed game appearing on our cassette and hurrah for that!!!

ON THE DRAWING BOARD

CREDIT CARD

NAME:	3-D Construction Kit
SUPPLIER:	Domark
PROGRAMMER(S):	Incentive
PRICE:	To be announced
RELEASE DATE:	Late April

YC C64 C128

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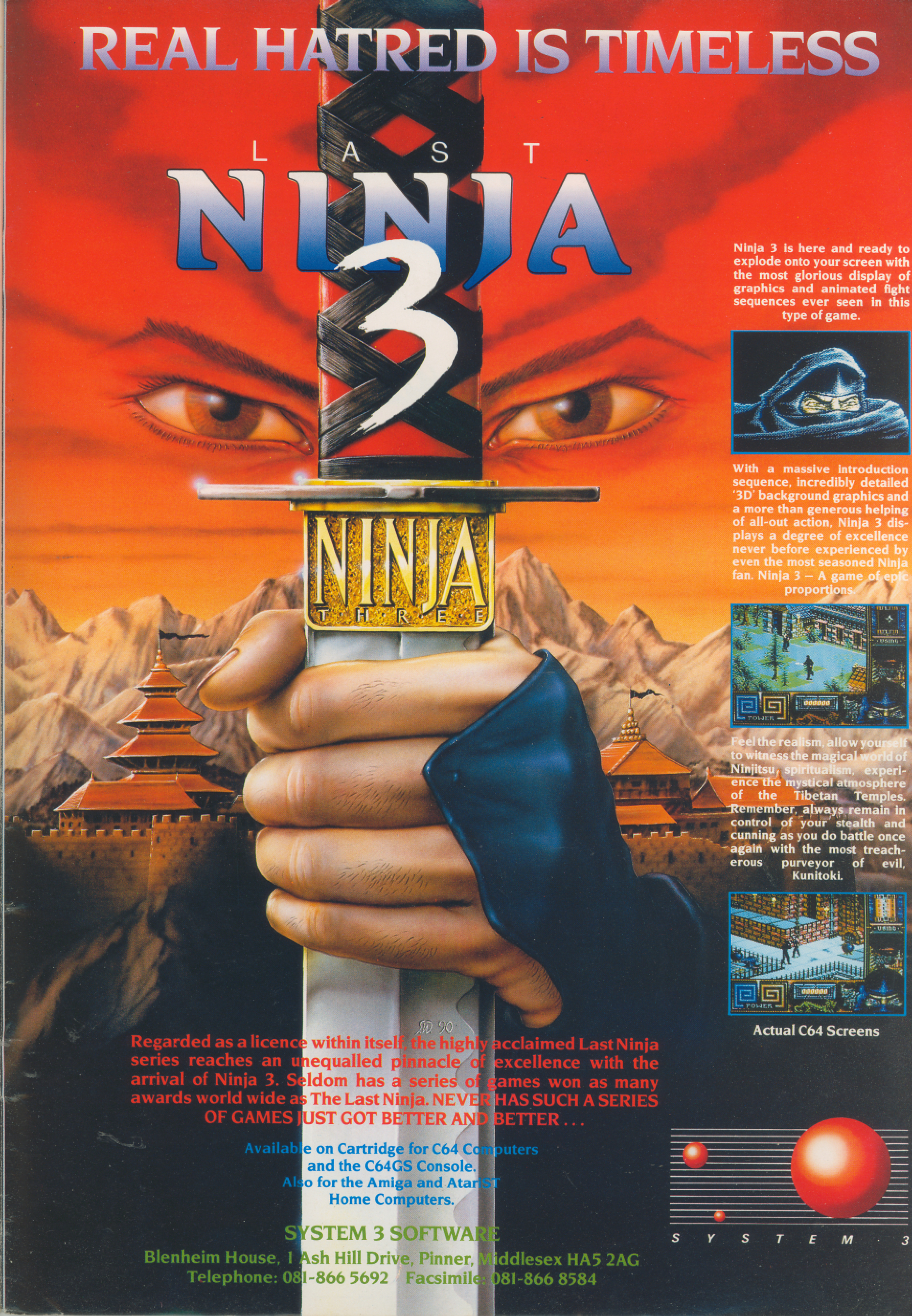
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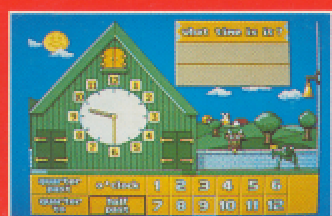
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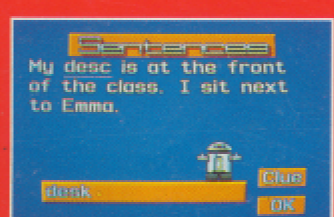
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